USER MANUAL
Control Panel

Version 6.57 - December 2014

USO RESTRITO

IP.Director

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Regional Contacts

The address and phone number of the EVS headquarters are usually mentioned in the Help > About menu in the user interface.

You will find the full list of addresses and phone numbers of local offices either at the end of this user manual (for manuals on hardware products) or at the following page on the EVS website: http://www.evs.com/contacts.

User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: http://www.evs.com/downloadcenter.

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What's New?

In the user manual, the icon NEW ! has been added on the left margin to highlight information on new and updated features.

The sections updated to reflect the new and modified features in Control Panel 6.57 (compared to version 6.56) are listed below.

Use of licenses

The DB Connect license has been renamed IPDirector Live PAM Core license.

See section "Licenses" on page 1.

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1. Introduction

1.1. Product Overview

The Player Control Panel, referred to as Control Panel in this user manual, is the graphical user interface used to preview and manipulate:

- clips, record trains, playlists and timelines stored on an EVS video server when the Control Panel is associated to a player channel,
- files stored on a nearline folder of the GigE network when the Control Panel is associated to the OCX Software Player (if the workstation has a valid license for it).

It provides transport functions to play the media and clip creation functions to clip media or trim existing clips.

Clips, playlists or timelines can be played out with transition effects between elements. To do so, special channel modes must be enabled. Depending on several parameters on the EVS video server, a single player channel could be used or two player channels must be dedicated to the playout of the loaded item.

It also allows to:

- build and play clip-lists (simple playlists),
- play back media in loop or bounce-modes,
- synchronize playback on ganged channels.

In addition to the buttons on the user interface, keyboard shortcuts and dedicated buttons on the optional ShuttlePRO controller or the BEPlay remote can also be used in the Control Panel.

The sections from "Overview of the Control Panel" on page 3 to "Clip-List Tab" on page 31 provide a detailed description of the various panes or windows in the Control Panel.

The sections from "Managing Channels" on page 39 to "Exporting and Importing Playlists" on page 102 include procedures on how to perform the main tasks in the Control Panel.

1.2. Licenses

NEW !

As explained in section "Licences" in the General Functions manual, IPDirector will start if valid licenses for IPDirector Live PAM Core and IPAccess are available.

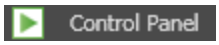
Then, the Control Panel module can be started without additional license. However, specific licenses are required for the Control Panel to be fully operational.

A valid production playlist license is needed to allow users to trim a playlist element and to access the Playlist settings. This can be a static license (**key 50**) or a floating license (**key 150**) imported to XSecure. However, when no static license has been imported, a Playlist Panel must have previously been opened with a valid production playlist floating license for all the playlist functionalities to be available from the Control Panel.

Refer to the Playlist Panel user manual for more information.

Tip
Only one production playlist floating license is used per workstation.
This means that only one floating license is used in case several windows of the same module are open.

1.3. Opening of Control Panel

To open the Control Panel, select the corresponding icon 

on the IPDirector Application bar. An instance of a Control Panel window will open. It is possible to open multiple Control Panel windows at one time.

See section "Assigning a Player" on page 39 for alternative ways to open the Control Panel.

2. User Interface

2.1. Overview of the Control Panel

2.1.1. Control Panel Outline

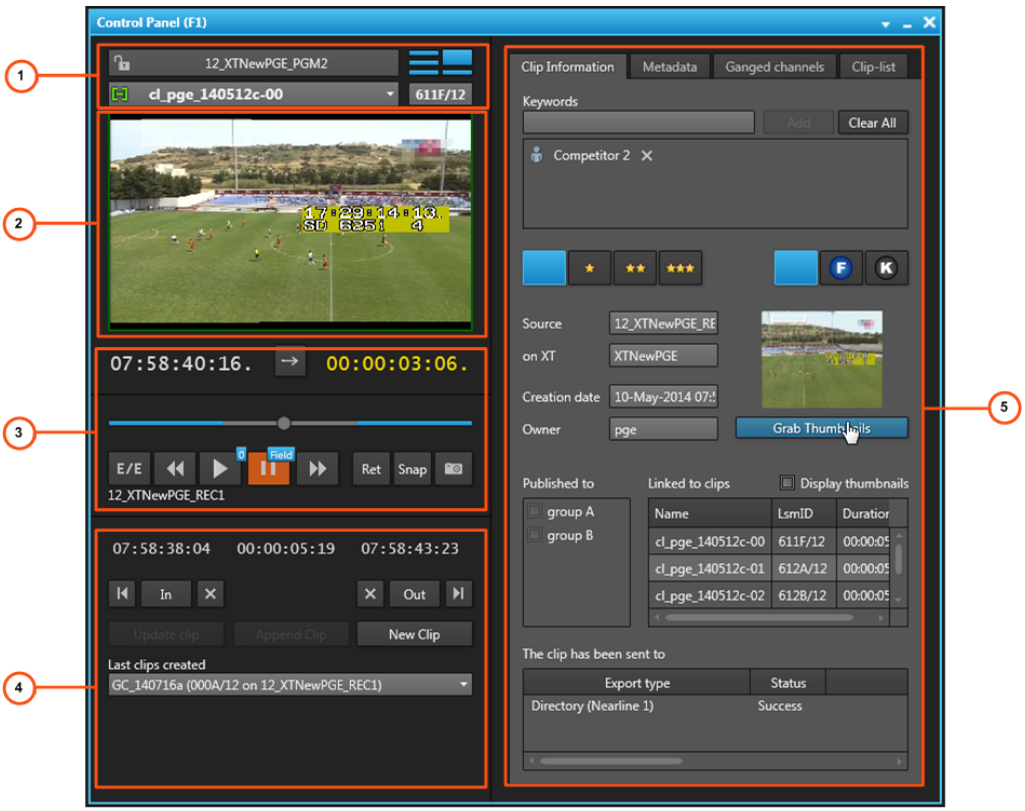
Introduction

The Control Panel has been designed with various panes allowing its size to be changed depending on the features in use.

You can use the **Pane Display** buttons to display or hide different window areas. See section "Displays of the Control Panel" on page 7 for an overview of the possible displays of the Control Panel.

Illustration

When fully expanded, the Control Panel contains the areas highlighted on the screenshot below:



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Note
From version 6.55, the interface skin has slightly changed, so the color shade of some user interface elements (such as title bar, buttons) may differ from the screenshots included in the current manual.

Area Description

The table below describes the various parts of the Control Panel:

Area		Description
1.	Loaded Media pane	This pane provides the basic functions to load a clip, a playlist, a timeline or the train from a recorder channel. See section "Loaded Media Pane" on page 12.
2.	Video Display pane	This pane is used to view the loaded item. It can be displayed when the user has selected the Software Player or a player channel connected to the input of the IPDirector Workstation video card. It may also show audiometers for audio monitoring.
3.	Transport Functions pane	This pane provides a jog bar and transport functions to navigate within the loaded item and play it. See section "Transport Functions Pane" on page 19.
4.	Clip Creation pane	This pane provides the functions to create new clips and to get the timecode information of a loaded item. See section "Clip Creation Pane" on page 24.
5.	Tabs pane	This pane, displayed on the right of the Control Panel window, contains four tabs which provide various information on the loaded item. • Clip Information tab The Clip Information tab displays general data on the clip such as keywords, interest level, and creation date. See section "Clip Information Tab" on page 26. • Metadata tab The Metadata tab displays the user-defined metadata associated with the clips. See section "Metadata Tab" on page 30. • Ganged Channels tab The Ganged Channels tab makes it possible to easily control the ganged player channels. See section "Ganged Channels Tab" on page 31. • Clip-List tab The Clip-List tab makes it possible to create simple playlists and view playlists created with the Playlist Panel. See section "Clip-List Tab" on page 31.

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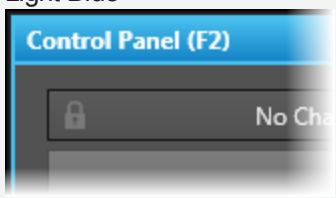
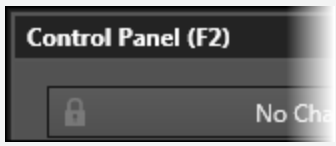
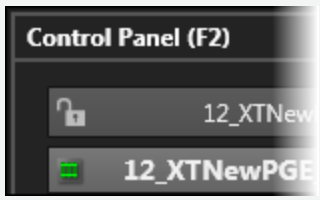
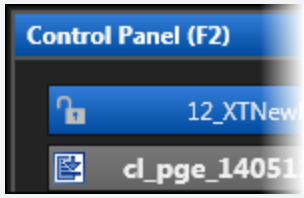
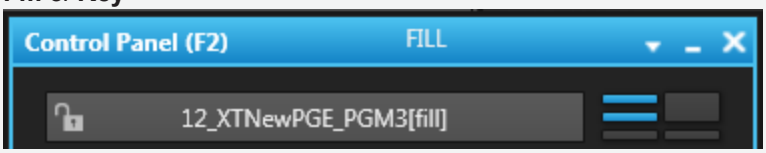
2.1.2. Background Color of Window Outline

The background color of the window title bar will differ depending on several parameters, as summarized in the table below:

Channel Mode	Title bar / window frame color
Focus ON the window (=Window active)	Light Blue 
Focus OFF the window (=Window not active) and • no channel associated to the Control Panel	Black 
Focus OFF and • channel associated to the Control Panel and • channel not ganged and • no playlist element loaded on the Control Panel	Black 
Focus OFF and • channel associated to the Control Panel and • channel ganged to another one and • no playlist element loaded on the Control Panel	Green
Focus OFF and • playlist element loaded on a Control Panel for editing purposes (regardless of ganged or not)	Blue 

2.1.3. Channel Mode Display

The window title bar gives information such as the association type or the channel mode in which the controlled player channel is involved or the "Mix on one channel" functionality.

Display	Meaning
	Channel not supporting "Mix on one channel" and involved in no association (also called 1PGM)
PGM or **PRV** 	Channels associated in PGM/PRV mode.
Fill or **Key** 	Channels associated in Fill&Key mode.
Number icon indicating the position of the channel in the group (selection order). This is valid for up to 16 ganged channels. With more than 16 ganged channels, no icon is displayed. **Note** The number displayed next to the name of the loaded player channel is the number of the Gang group.	Channels associated in Gang mode.
IPEDIT 	Channels associated in Timeline mode.
MIX 	Channel supporting "Mix on one channel".
IPEDIT MIX 	Channel supporting "Mix on one channel" and set to Timeline mode (timeline loaded)

2.2. Displays of the Control Panel

2.2.1. Introduction

It is possible to work with different displays of the Control Panel depending on the actions you need to perform. Each view may or may not include the Video Display.

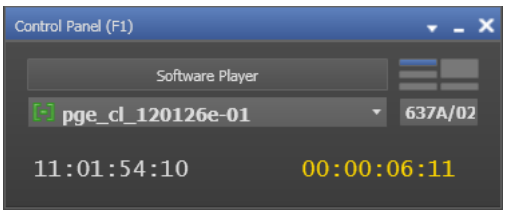
The selection of the screen display is done with the **Pane Display** button .

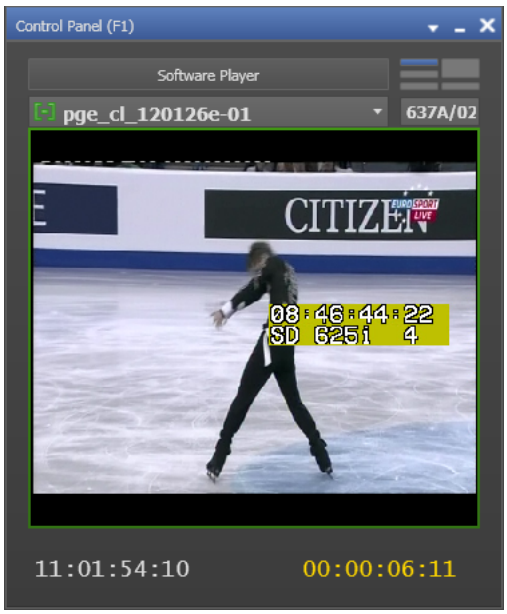
This button makes it possible to display or hide the various window panes. The hidden panes are grey-colored and the displayed panes are blue-colored.

2.2.2. Minimal View

The Minimal view is shown by clicking the button. It displays the Loaded Media pane and time information on the loaded item.

The first screenshot shows the Minimal view without Video Display, the second one is the Minimal view with Video Display:





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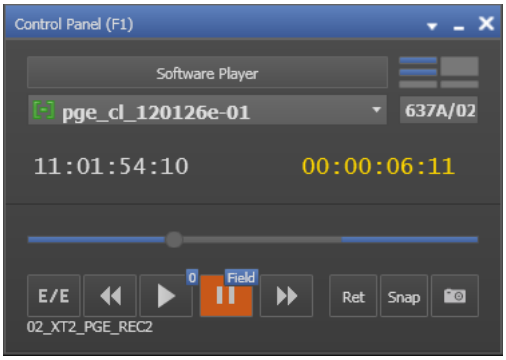
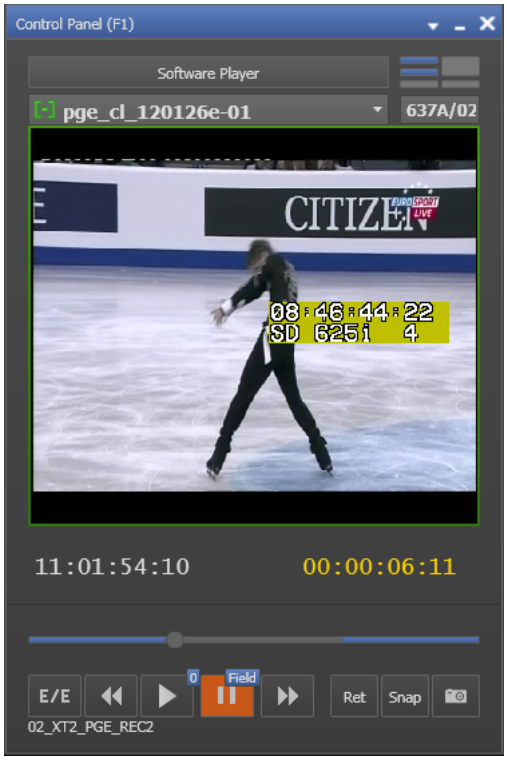
2.2.3. Transport Functions View

The Transport Functions view is shown by clicking the button. It displays the Loaded Media pane and the Transport Functions pane.

The first screenshot shows the Transport Functions view without Video Display, the second one is the Transport Functions view with Video Display:



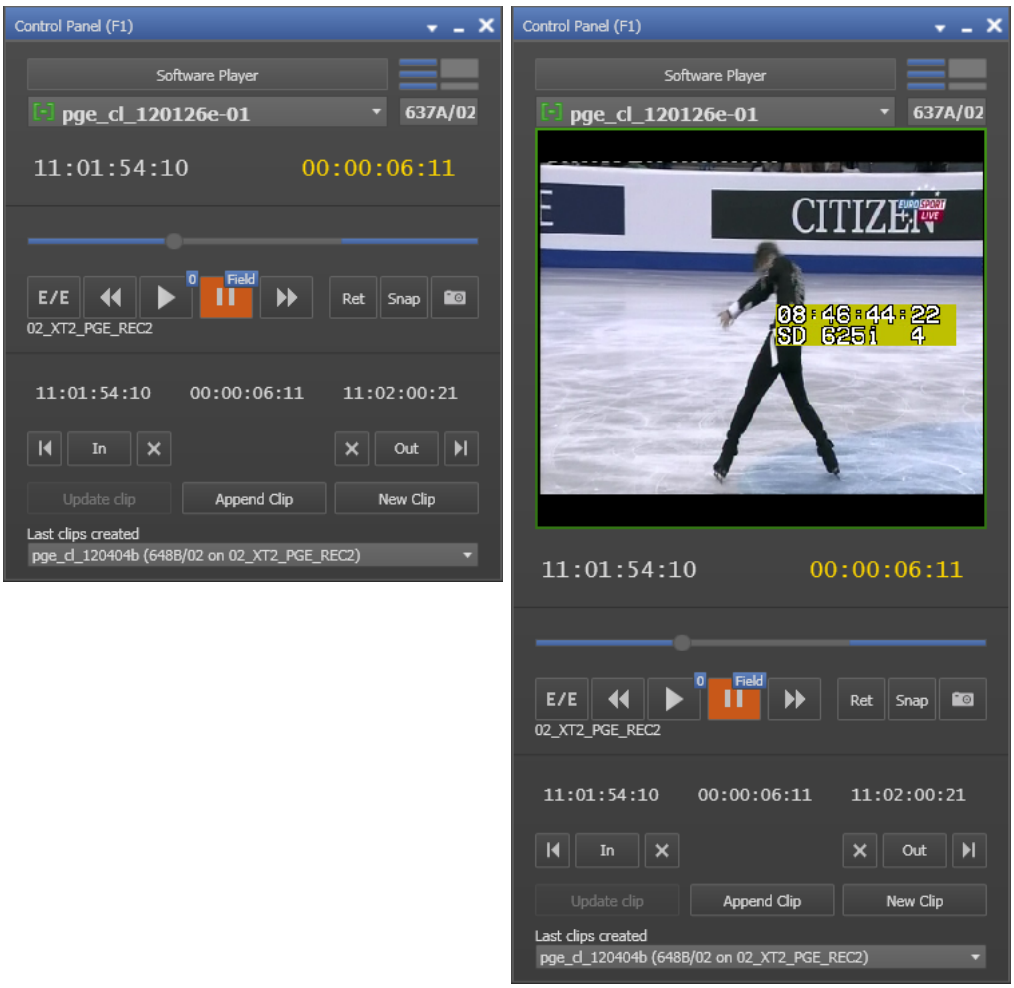


Note
By default, the Control Panel opens with this view if no specific layout is applied.

2.2.4. Clip Creation View

The Clip Creation view is shown by clicking the button. It displays the Loaded Media pane, the Transport Functions pane and the Clip Creation pane.

The first screenshot shows the Clip Creation view without Video Display, the second one is the Clip Creation view with Video Display:



2.2.5. Full View

The full view displays the Loaded Media pane, the Transport Functions pane, the Clip Creation pane, as well as the Tabs pane on the right.

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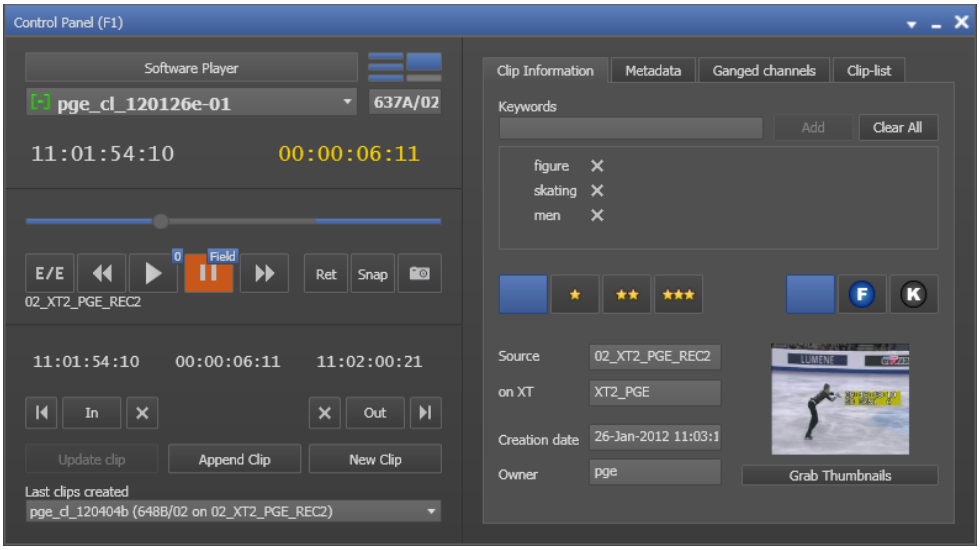
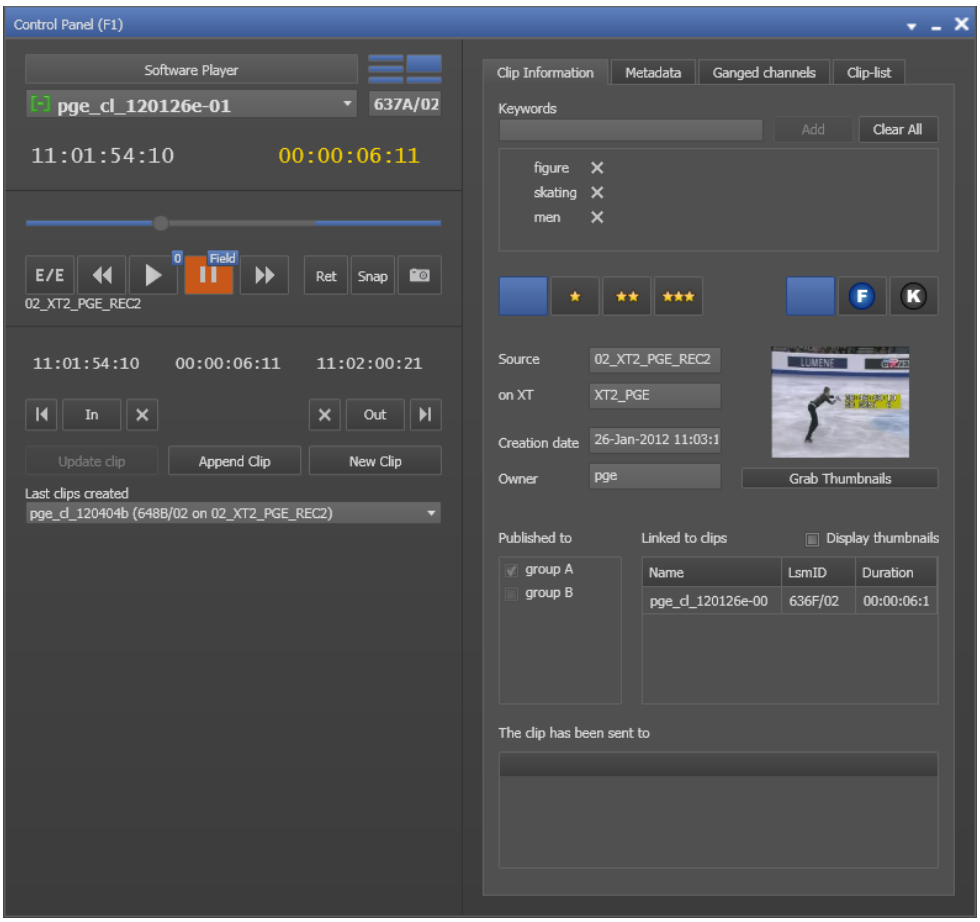
There are two possible Full views without Video Display.

- The short Full view is shown by clicking the button:



With this view, the clip information is truncated in the Clip Information tab. The scroll bars can be used in the other tabs when all the information cannot be displayed in the rectangle.

- The long Full view is shown by clicking the button:



With this view, all the clip information is displayed and more information can be displayed in the other tabs without having to use the scroll bars.

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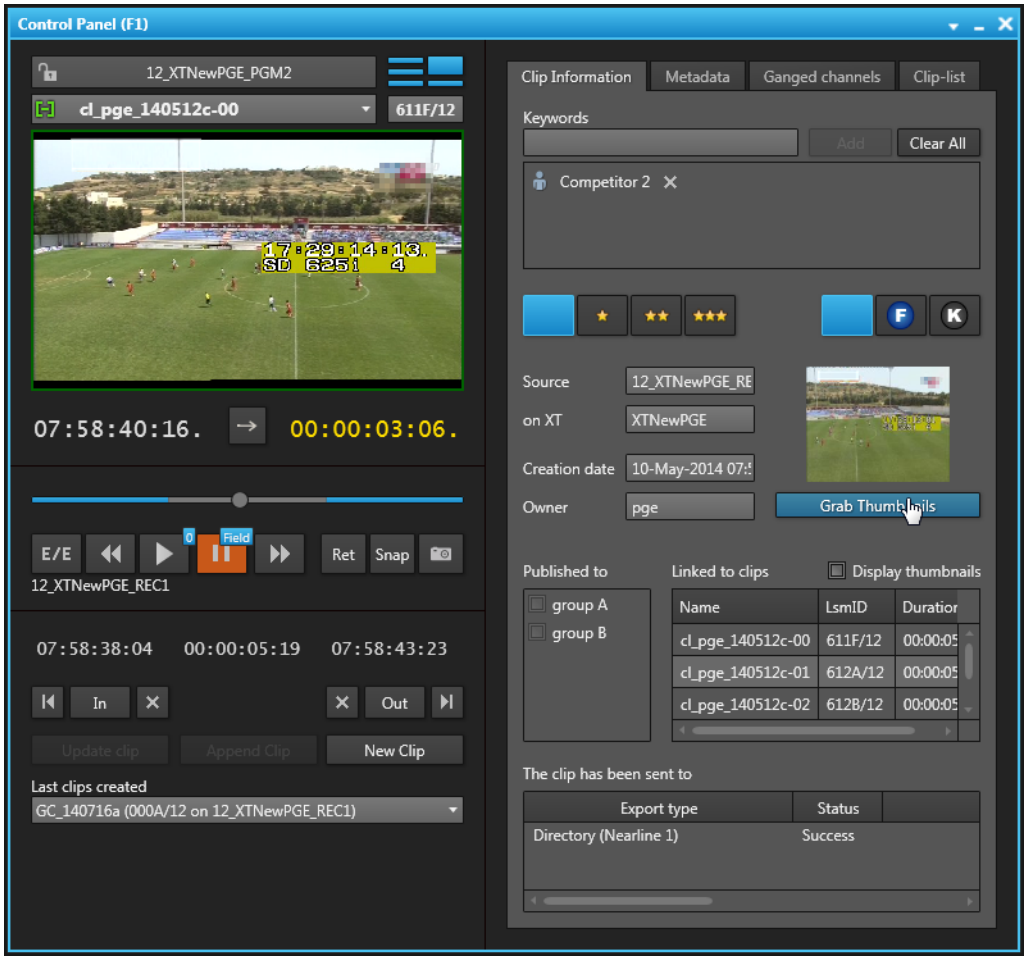
The next screenshot shows the Full view with Video Display:



2.3. Loaded Media Pane

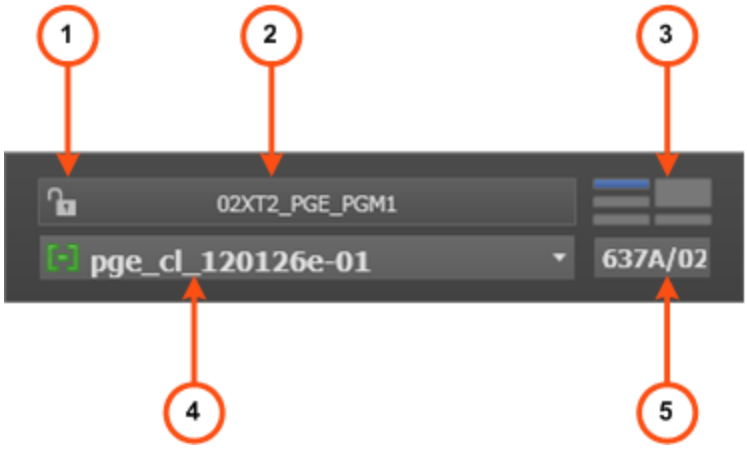
2.3.1. Introduction

The Loaded Media pane provides the basic functions to load and view clip elements, playlists, timelines and record trains. It includes a video display if the Video Display has been enabled and linked to an A/V board in the IPDirector Configuration module of the Remote Installer.

2.3.2. Overview of the Loaded Media Pane

Illustration

The Loaded Media pane contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various parts of the Loaded Media pane:

Area		Description / See also…
1.	**Lock** button	This button makes it possible to lock the player channel to prevent any operation from any IPDirector user interface. The button can be displayed in two ways: • : the channel is unlocked • : the channel is locked. It is not displayed with the Software Player. See section "Locking a Channel" on page 42 for more details.
2.	**Player** field	This field is used to select the player which will be used to play A/V material. This can be the Software Player or a server player channel. See section "Player Field" on page 14 for a description of the different possible displays.
3.	**Pane Display** button	This button makes it possible to display or hide the various window panes. See section "Displays of the Control Panel" on page 7.

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Area		Description / See also…
4.	**Loaded Media** field	This field gives the name of the clip, file, playlist element or record train that is loaded on the player. See section "Loaded Media Field" on page 16. The **Element Type** icon corresponding to the loaded media is displayed on the left of the field. See section "Element Types" on page 16 for the list of available icons.
5.	**LSM ID** field	This field displays the LSM ID of the loaded item. An item can be loaded on the player by entering its LSM ID directly in this field. See section "How to Load a Clip or a Recording Ingest from the Control Panel" on page 64.

2.3.3. Player Field

Player Name

The **Player** field displays the name of the selected player:

or

See section "Assigning a Player" on page 39 for more information on how to assign a player.

If a name has been assigned to the channel on the EVS server, this name will be displayed in the **Player** field.

If no name has been assigned to the channel on the EVS server, the EVS factory name of the channel is displayed.

Associated Devices

ShuttlePRO

The **ShuttlePRO** icon is shown next to the **Player** field if the ShuttlePRO is associated with the selected player.

BEPlay

The **BEPlay** icon is shown next to the **Player** field if a BEPlay remote device is associated with the selected player.

Video Router

When the selected player channel is connected to an IN port of a video router, itself associated to OUT ports, the name of the router OUT port(s) is displayed after the player channel name.

The **Change Player Output** button is displayed in the **Player** field when the selected player channel is physically linked to a video router. It allows users to change the assigned router OUT port.

See section "Managing the Links with a Video Router" on page 53.

Field Background Color

By default, the background color of the **Player** field is grey. In specific circumstances, it may be highlighted with a different color.

Loaded Playlist Element

When a playlist element is loaded on the Control Panel for editing, the background color of the **Player** field turned blue both in the Control Panel and in the Playlist Panel.

See section "How to Trim a Playlist Element" on page 92 for more information.

On-Air Display

This functionality is used to show that the selected player is on air and to inform other users that they should not perform any action on the on-air channel. When it is enabled, the **Player** field background will flash alternately red.

See section "Enabling the On-Air Feature" on page 43 for more information.

Player Contextual Menu

A contextual menu appears when you right-click the **Player** field.

The following table describes the commands available from the contextual menu.

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Menu Item	Description
Software Player	Links the Software Player to the Control Panel. See section "Assigning a Player" on page 39 and section "Software Player" in the General Functions user manual.
2ND Controller	Passes the control of the player on to the secondary controller, if any. See section "Controlling the Player from a Secondary Controller" on page 45.
Mode	Allows the users to choose the operation mode of the selected player channel. A sub-menu provides two options: 1PGM, PGM/PRV. See section "Playing a Series of Clips or a Playlist" on page 46.
ON AIR	Sets the player channel to ON AIR Status. See section "Enabling the On-Air Feature" on page 43.
Set Channel to IDLE	Sets the channel to IDLE.
None	Removes the association between the Control Panel and the player.
Workstation Channel	Links the Control Panel to the player channel set as linked in the IPDirector Configuration window of the Remote Installer.
[List of player channels from available EVS video servers]	Provides the list of player channels available on the XNet network, and visible to the current user, which can be assigned to the Control Panel. See section "Assigning a Player" on page 39. When a player channel is connected to an IN port of a video router, itself associated to OUT ports, the name of the router OUT port(s) is displayed after the player channel name.

2.3.4. Loaded Media Field

This field displays the name of the clip, file, playlist element or record train that is loaded on the player.

This field also provides a drop-down list that contains the last 20 clips or trains that you have loaded on the channel during the current session. The drop-down list displays the most recently loaded clips at the top and it displays the loaded media only once in the list, even if loaded several times by the user.

See section "Loading Media" on page 56 for more information on how to load media.

2.3.5. Element Types

An **Element Type** icon is displayed on the left of the **Loaded Media** field. It reflects the element loaded on the player.

The following icons can be displayed:

Icon Displayed	Corresponding Element Loaded
	XT hi-res clips
	XT lo-res clip
	on-line hi-res nearline file
	on-line lo-res nearline file
	hi-res growing clip
	lo-res growing clip
	hi-res record train
	lo-res record train
	playlist element

2.3.6. Control Panel Contextual Menu

A contextual menu is available from any pane in the Control Panel via a right-click on the mouse. Available menu items will depend on the element loaded on the control panel. If no element is loaded, no menu item is available.

All the options are listed below:

Send to

Provides a list of possible destinations to which the selected item can be sent. Possible destinations are:

- the user's default bin
- the user's default playlist
- a default archive target
- any target destination visible on the GigE network that has been defined in the Remote Installer (CleanEdit targets, Avid targets, Final Cut Pro targets, File targets, EVS servers targets). This is used to make A/V material available to external systems.

See section "Transferring Media" on page 97.

Backup to Nearline

Used for the storage or the backup of the selected item to the default nearline or to a nearline directory.

Provides a list of possible nearline destinations to which the selected item can be sent as file, that is to say any destination folder visible on the GigE network that has been defined in the Remote Installer to allow transfer. The file format is defined in the Remote Installer. Users can access the A/V material of nearline folders in IPDirector, or restore it on an EVS server.

Restore to XT

Restores the clip to an EVS video server. This can be:

- the default server.
  The default server is defined in the XNet network page of the Remote Installer.
- one of the EVS video servers with GigE address present on the network.

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A submenu is available from each EVS video server to select the server page where you can restore the clip.

The system restores the clip portion between the IN and OUT points.

Copy by GigE

Copies a clip from an EVS video server to another one by the way of the Gigabit network, as long as the servers have an operational GigE connection. This menu lists all the EVS video servers that have a GigE address with sub-menus to select server pages.

Publish

Opens the Publish window in which you can specify the user groups the selected item should be published to.

The item will be published to the selected groups, providing that they have the adequate rights.

View Key Clip

Displays the Key clip associated with a Fill clip that is loaded.

Unlink

Allows you to unlink the clips linked to the selected clips.

Rename

Opens the Update Clip Name window from which the clip name can be modified.

Modify T/C IN or Date

Opens the Modify T/C In or Date window from which the user can modify the IN timecode or the date of the clip.

Protect

Allows you to protect a clip from deletion:

- A **Protect** icon appears in the **Protect** column of the Elements grid when the clip is protected.
- A message will warn the IPDirector users or the Multicam users who would try to delete the clip.

Unprotect

Allows you to unprotect the selected clip when it has been protected from IPDirector.

Duplicate

Opens the Duplicate Clip window where you can specify the location (LSM ID) on an EVS video server of the XNet Network where the copy of the clip must be stored.

Move

Opens the Move Clip window where you can specify the location on an EVS video server of the XNet Network where the clip must be moved.

This command is not available for files.

Show/Hide Video Display

Shows the Video Display inside the Control Panel when it is off or hides it when it is on. If the Video Display is not linked to the selected player channel, the option is not available.

2.4. Transport Functions Pane

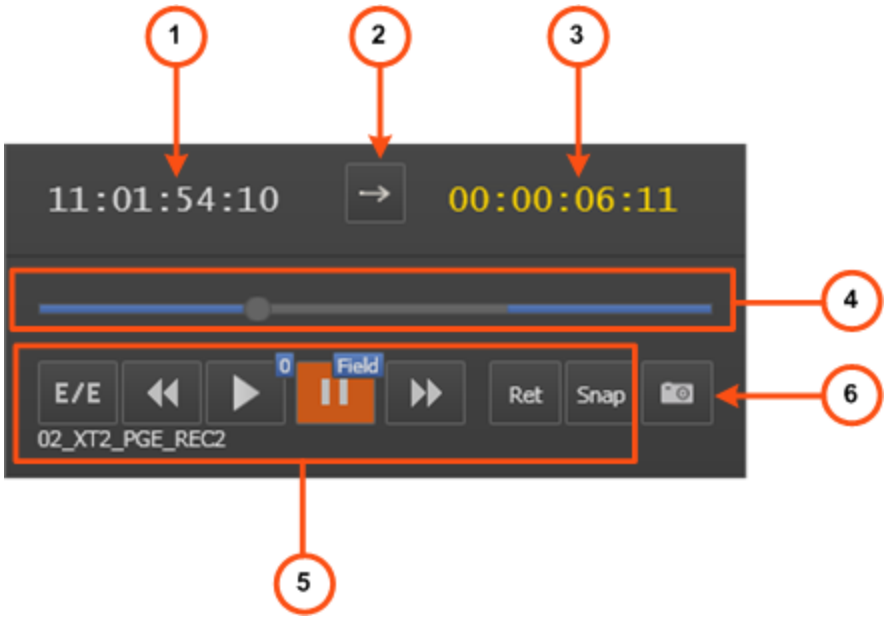
2.4.1. Introduction

The Transport Functions pane provides a jog bar and more transport functions to navigate in the loaded element.

2.4.2. Overview of the Transport Functions Pane

Illustration

The Transport Functions pane contains the areas highlighted on the screenshot below:



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Area Description

The table below describes the various parts of the Transport Functions pane:

Area		Description / See also…
1.	**Current Timecode** field	This field provides the current timecode of the loaded media. See section "Timecode Fields Display" on page 26 for information on the possible displays of the timecode. It allows to jump to a specific timecode. See section "Jumping to a Given Timecode" on page 78.
2.	**Play Mode** button	This button is used to define how the loaded item will be played. See section "Play Mode Button" on page 20.
3.	**Remaining Time / Capacity** field	This field may have different meanings depending on the element loaded and the current timecode. It can display the remaining time until the end of the loaded element or the capacity of the loaded recorder. See section "Remaining Time / Capacity Field" on page 21.
4.	Jog bar	The jog bar allows you to move within the media at a variable speed. See section "Jog Bar" on page 22.
5.	Transport commands	Those commands are used to browse in and play the loaded media. See section "Transport Buttons and Shortcuts" on page 72 for the list of transport buttons, shortcuts and ShuttlePRO keys. The E/E, Ret and Snap functions are described in section "Loading a Train or a Recording Ingest" on page 58.
6.	**Grab to File** button	This button is used to capture an image on the current timecode. The image is stored as a file in a directory specified in the Settings (**Tools > Settings > Image Capture > Default Path for Captured Images**). See the General Functions user manual to know how this path can be set.

2.4.3. Play Mode Button

The **Play Mode** button is used to define how the loaded item will be played.

Three Play modes exist but all of them are not always available.

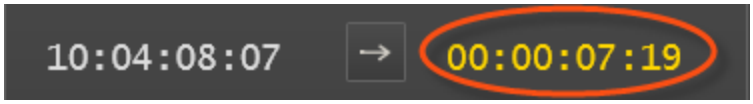
Play Mode	Description
Normal	Plays the loaded item forward from the IN point to the OUT point, or from the current timecode. This mode is available for all the types of loaded items.
Loop	Plays the loaded item in a continuous loop. This mode is only available for clips and playlists.
Bounce	Plays the loaded item from the IN point to the OUT point, then from OUT to IN and so on. This mode is only available for clips.

This button is not displayed in the Software Player as only the normal Play mode is used.

You can press the B key to switch from one mode to another.

2.4.4. Remaining Time / Capacity Field

This field will have a different meaning and display color according to the activity being performed on the channel.



When a clip is loaded

The following table shows the possible colors and meanings of the **Remaining Time / Capacity** field when a clip is loaded.

The **Remaining Time / Capacity** field value and color depends on:

- whether the clip is playing or paused
- the media position indicator.
- the defined (mark) IN and (mark) OUT points:
  - When no new mark IN and mark OUT have been defined after the clip has been loaded, the values displayed are based on the original IN and OUT points of the clip.
  - When a new mark IN and/or mark OUT have been defined after the clip has been loaded, the values displayed will be based on this new mark IN and/or mark OUT point(s).

Play/Pause	Position Indicator	Timecode Value	Color
Pause	On or between IN and OUT points	Count down to the OUT point	White
Pause	Before IN point	Count down to the IN point	White
Pause	After OUT point	Duration from the OUT point	Grey
Play	On or between IN and OUT points	Count down to the OUT point	Yellow
Play	Before IN point	Count down of the remaining time to the OUT point	White
Play	After OUT point	Count down of the remaining time to the end of guardband (Protect OUT point)	White

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When a record train is loaded

The following table shows the possible colors and meanings of the **Remaining Time / Capacity** field when a train is loaded.

The **Remaining Time / Capacity** field value and color depends on:

- whether the train is playing or paused
- whether an IN and/or OUT points are defined
- the media position indicator.

Play/Pause	IN/OUT Point	Position Indicator	Timecode Value	Color
Play	No IN, no OUT	On the head of record train	Recording capacity left on the train	Blue
Play/Pause	No IN, no OUT	Before the head of record train	Delay time from the head of record train	Yellow
Play/Pause	Only IN defined	Before IN point	Duration to IN point	White
Play/Pause	Only IN defined	After IN point	Duration from IN point	Yellow
Play/Pause	Only OUT defined	Before OUT point	Duration to OUT point	Yellow
Play/Pause	Only OUT defined	After OUT point	Duration from OUT point	White
Play/Pause	IN and OUT defined	Before IN point	Duration to IN point	White
Pause	IN and OUT defined	On or between IN and OUT point	Duration between IN and OUT points	Yellow
Play	IN and OUT defined	Between IN and OUT point	Countdown to OUT point	Yellow
Play/Pause	IN and OUT defined	After OUT point	Duration from OUT point	White

When a playlist is loaded

The **Duration** field value indicates the remaining time until next break, taking the speed and transition effects duration into account.

2.4.5. Jog Bar

Jog Bar Display

The jog bar display differs according to the loaded element.

When the media is loaded on a ganged player channel, the jog bar is not displayed.

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Clip or Playlist Element

When a **clip** or a **playlist element** is loaded, the Jog bar is a graphical representation of its duration and its guardbands.

- The blue sections represent the guardbands before the IN point and after the OUT point.
- The gray section between the guardbands represents the clip length, between the IN point and the OUT point.
- The bullet indicator shows the current relative position in the clip.

Train

When a local **train** is loaded, only the gray section is displayed:

The bullet indicator shows the current relative position in the train. It is at the extreme right when the current position is on the head of train (E/E).

Recording Ingest

When an **ingest being recorded** is loaded, the bullet indicator cannot be moved further to the right than the current timecode position being recorded.

Playlist or Timeline

When a **playlist** or a **timeline** is loaded, the jog bar represents the playing element or the paused playlist element and is dimmed.

Clip being Created

When a **clip is being created**, the following indicators appear :

- A green position indicator is shown when the **IN** button has been clicked and represents the temporary IN point position until the **UPDATE CLIP** button or the **NEW CLIP** button is clicked.
- A red position indicator is shown when the **OUT** button has been clicked and represents the temporary OUT point position until the **UPDATE CLIP** button or the **NEW CLIP** button is clicked.

Playlist Element Tags

When a playlist element is loaded on a player channel, and if action tags have been defined for this playlist element, tags are displayed as bullets above the jog bar, at the positions corresponding to the tag timecodes.

Each tag is represented by a numbered bullet if the different timecodes are not too close to each other. If tags have the same timecode or if timecodes are too closed to be distinguished on the panel, a single bullet will be displayed with the highest number of the tags:

When the operator clicks a tag bullet in the Control Panel, the Tag Information window is displayed.

When the operator double-clicks a tag bullet in the Control Panel, the system jumps to the timecode associated to the tag.

See the Playlist Panel user manual for more information on tag management.

2.5. Clip Creation Pane

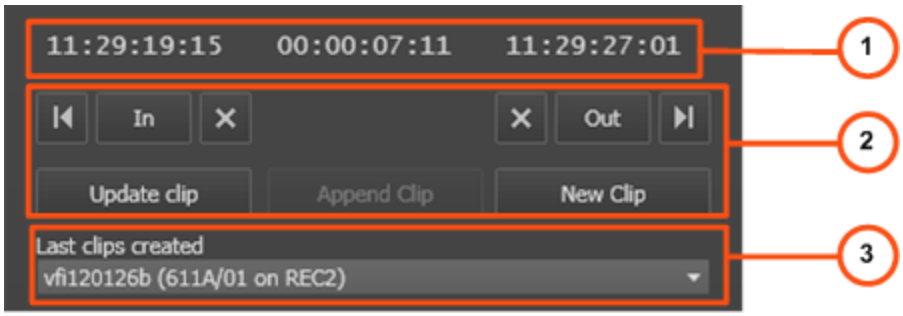
2.5.1. Introduction

The Clip Creation pane provides the functions to create clips.

2.5.2. Overview of the Clip Creation Pane

Illustration

The Clip Creation pane contains the areas highlighted on the screenshot below:



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Area Description

The table below describes the various parts of the Clip Creation pane:

Area		Description / See also…
1.	Time Information fields	Those fields provide information on the duration and IN and OUT points of the loaded item. See section "Time Information Fields" on page 25. They can be used to create a clip. See section "Creating a Clip" on page 80.
2.	Clip Creation commands	Those commands are used to create a clip from the loaded media. See section "Clip Creation Buttons and Shortcuts" on page 81 for the list of clip creation buttons, shortcuts and ShuttlePRO keys. **Note** The **GoTo IN** and **GoTo OUT** functions are described in section "Transport Buttons and Shortcuts" on page 72. The **Append Clip** button is described in section "Adding Elements to a Playlist" on page 93.
3.	Last Created Clips list	This field displays the last created clip and provides a drop-down list with: • the last 50 clips created by the user OR • the last 50 created clips that the user has the right to see. The latest created clips are displayed at the top of the list. A reference to a clip in the list includes the clip name, as well as the LSM ID and source name. This list can be used to select and load a clip. See section "How to Load a Clip or a Recording Ingest from the Control Panel" on page 64.

2.5.3. Time Information Fields

The following time information is displayed as follows depending on the loaded media.

1. **IN** field: timecode of the IN point
2. **Duration** field: time interval between the IN and OUT points, i.e. clip duration
3. **OUT** field: timecode of the OUT point

When a clip is loaded, all time information fields are filled.

When a growing clip is loaded, only the **IN** field is filled in. The **Duration** field and the **OUT** field display --:--:--:--.

When a train is loaded, no time information is displayed. As soon as an IN point is marked, the **IN** field is filled in; as soon as an OUT point is marked, the **Duration** and the **OUT** information are displayed.

2.5.4. Timecode Fields Display

Information displayed in the **Current Timecode** field and in the **TC IN** and **TC OUT** fields can be changed as follows:

1. Right-click the **Timecode** field.

   A contextual menu with the following options is displayed:

   - Timecode
   - Timecode and date
   - Timecode and date and TC type (only displayed for the Current Timecode)
   - Timecode and TC type (only displayed for the Current Timecode)
2. Select one of the options.
3. When the TC type is displayed, right-clicking it in the **Timecode** field allows to shift from one TC type to the other (LTC or user).
4. When the date is displayed, clicking it in the **Timecode** field opens a calendar for date selection.

2.6. Clip Information Tab

2.6.1. Introduction

The Clip Information tab on the Tabs Pane provides information on the clip, or recording ingest, loaded on the player.

From this area, users can update the clip metadata. See section "Modifying Clip Metadata" on page 92.

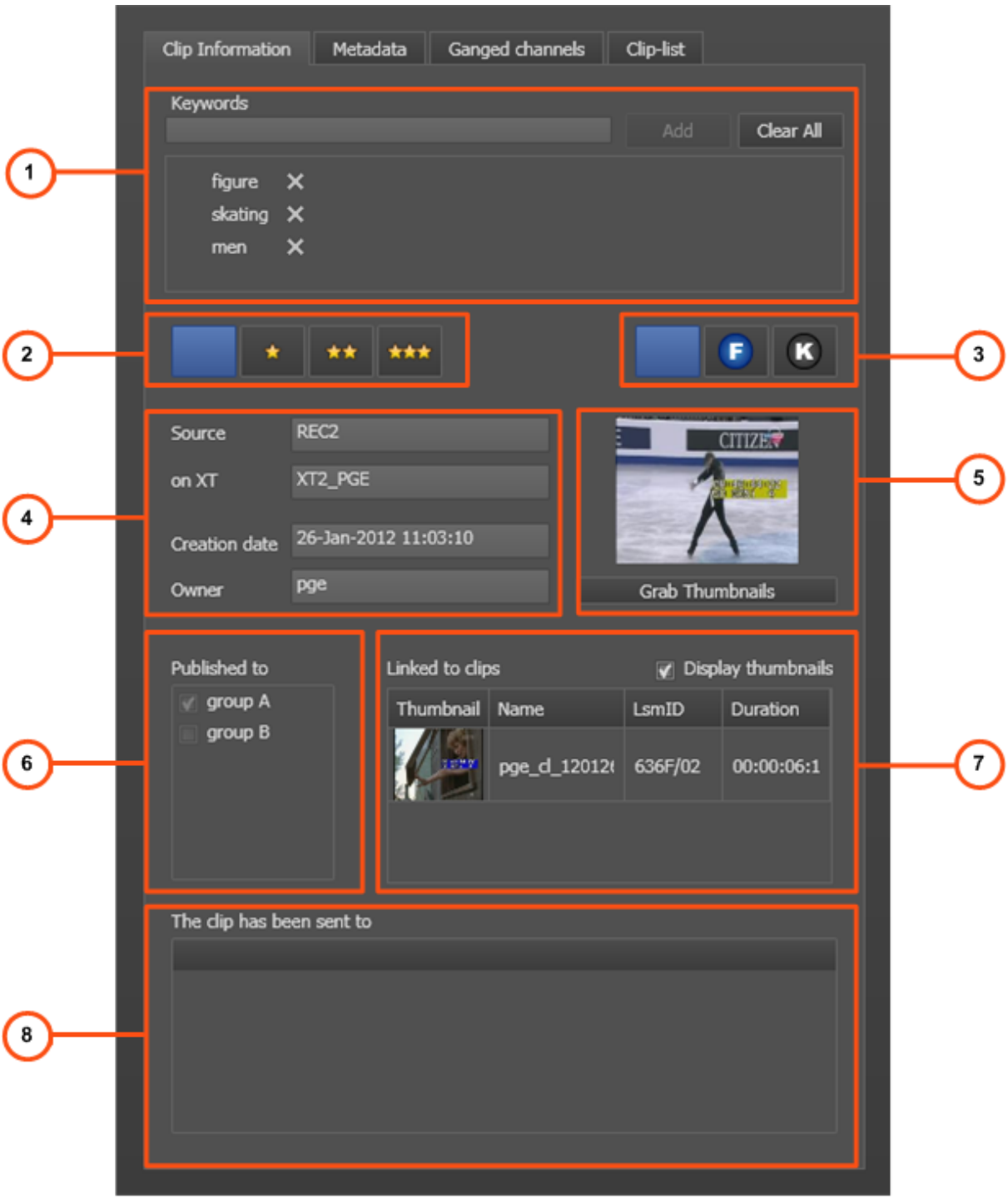
They have access to most of the options from the Control Panel contextual menu. See section "Control Panel Contextual Menu" on page 17.

If a train, a timeline or a playlist is loaded, the fields on the Clip Information tab are unavailable.

2.6.2. Overview of the Clip Information Tab

Illustration

The Clip Information tab contains the areas highlighted on the screenshot below:



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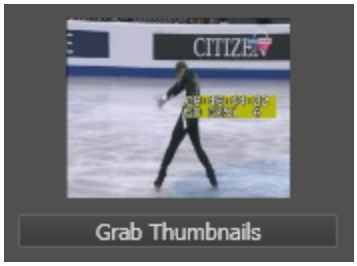
Area Description

The table below describes the various parts of the Clip Information tab:

Area		Description / See also…
1.	Keywords list	This area displays the keywords assigned to the loaded clip and can be used to add or delete keywords to that clip. For more information on how to assign keywords to media, see the General Functions user manual.
2.	Interest Level buttons	Four **Interest Level** buttons allow users to assign an interest rating to a clip: from no star to 3 stars. The selected interest level is blue. The default value is the no star level.
3.	Clip Type buttons	The **Clip Type** buttons shows the clip type assigned to the loaded clip. This can be Normal, Fill or Key. The background of the button corresponding to the selected type is blue. This can be edited.
4.	Clip Creation Information fields	Four read-only fields provides information on the recorder used to create the clip, the EVS video server used to save the clip, the clip creation date and the clip owner.
5.	Grab Thumbnail button	This button is used to manually save a small image of the clip for use as a thumbnail. See section "Grab Thumbnails Button" on page 29.
6.	Published To area	This area indicates to which user groups the clip is published, i.e. available for view or changes depending on the user rights. All user groups defined in the User Manager application are displayed in the Publish To area. See section "Publishing a Clip" on page 96.
7.	Linked To Clips list	This area displays the clips linked to the loaded clip. See section "Linked to Clips List" on page 29. A linked clip can be loaded directly from this area. See section "How to Load a Linked Clip" on page 65.
8.	Clips Sent To list	The Clips Sent to List specifies the last 20 transfers that the user has performed on the clip. The last transfer is on the top of the list. The clips sent to the default archive are not displayed here. See section "Transferring Media" on page 97.

2.6.3. Grab Thumbnails Button



OR Shift + P

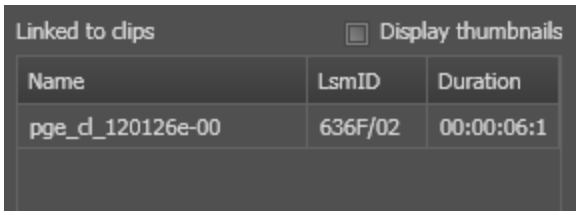
A thumbnail is created automatically by the XML Unit defined for the **Thumbnails for Clips** option in the Remote Installer. Please see the Technical Reference manual for further details.

A thumbnail can also be created manually by clicking the **Grab Thumbnails** button. Then, the thumbnail will correspond to the current timecode position in the clip when you click the **Grab Thumbnail** button.

The **Grab Thumbnails** button is only available when an A/V board has been activated and linked to the player channel in the Remote Installer.

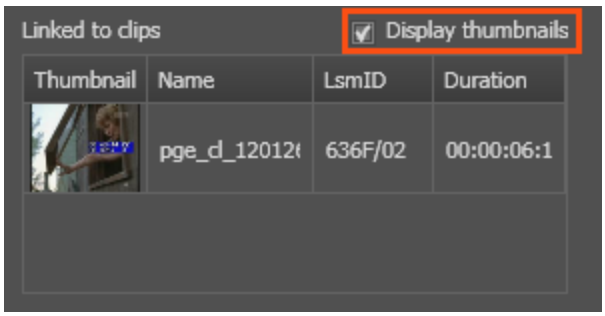
Note
The user must have the right to modify the clip to grab thumbnails.

2.6.4. Linked to Clips List



The Linked to Clips List displays the clips linked to the loaded clip.

The **Display Thumbnails** option can be selected to display a thumbnail for each linked clip:



Right-clicking the linked clip displays a contextual menu that is related to the linked clip (not to the loaded clip). See section "Control Panel Contextual Menu" on page 17 for the meaning of the available options.

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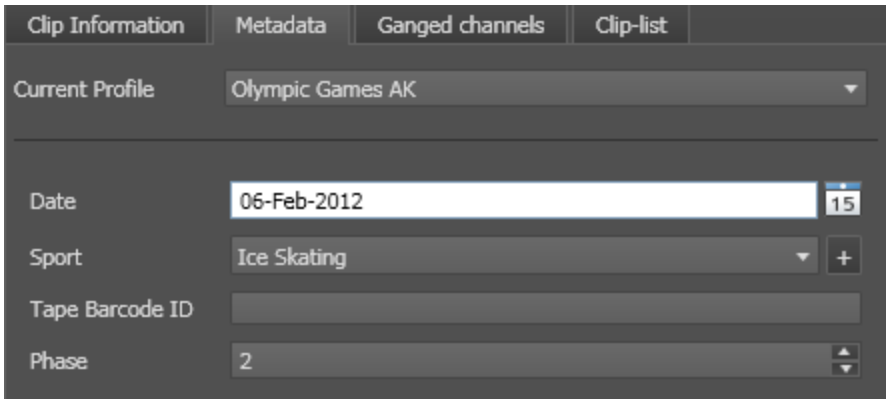
2.7. Metadata Tab

The Metadata tab on the Tabs Pane makes it possible to view and modify the metadata related to the loaded clip or recording ingest.

You can enter the clip metadata in the Save Clip window when saving a new clip or in the New Ingest window when starting an ingest from the Ingest Scheduler. You can modify this information later on in the Clip Metadata tab.

The screenshot below shows the Metadata tab:



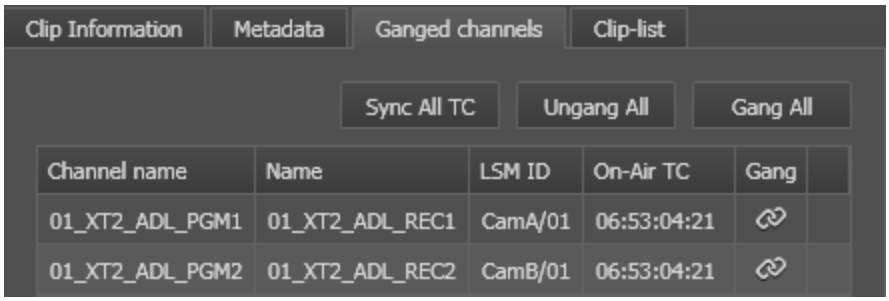
The Metadata tab contains the following user interface elements.

Current Profile
Drop-down list from which the users with appropriate user rights can select the metadata profile to be associated with the clip.
For users who do not have the right to choose a metadata profile, the profile set as default in the Metadata Profile Management window is automatically applied with its fields and default values.
For users who have the right to choose a metadata profile, the default profile will be displayed the first time each user create an item. Afterwards, each user who will have chosen another metadata profile at clip creation will get this new current profile at creation of the next item.

Metadata Profile fields
Fields belonging to the metadata profile selected in the **Current Profile** field.
The users can modify the values of the **Metadata Profile** fields, if they have appropriate user rights. The modifications will only apply to the given clip and not impact the default values of the profile.

2.8. Ganged Channels Tab

The Ganged Channels tab lists all player channels that have been ganged with the player channel currently associated to the Control Panel and provides information on the item currently loaded on each of them.



From this tab, users can perform the following operations:

- Play the media loaded on another channel from the group of ganged channels
- Synchronize the timecode on all the ganged channels
- Temporarily ungang some or all of the ganged channels
- Re-gang some or all of the ganged channels
- Definitely ungang a channel from the group

See section "Managing Ganged Player Channels" on page 50.

2.9. Clip-List Tab

2.9.1. Introduction

The Clip-List tab makes it possible to create simple playlists from the Control Panel. This means a list of clips with the same transition applied between all elements. If you want to utilize a more complex set of functions in your playlist, use the Playlist Panel module.

The Clip-List tab also allows the users to play any existing playlist.

Player channels supporting the "Mix on one channel" functionality will be able to play the transitions effects between playlist elements. For channels not supporting this functionality, the PGM/PRV mode must be set for two channels. See section "Channel Modes for Playout with Transition Effects" on page 46.

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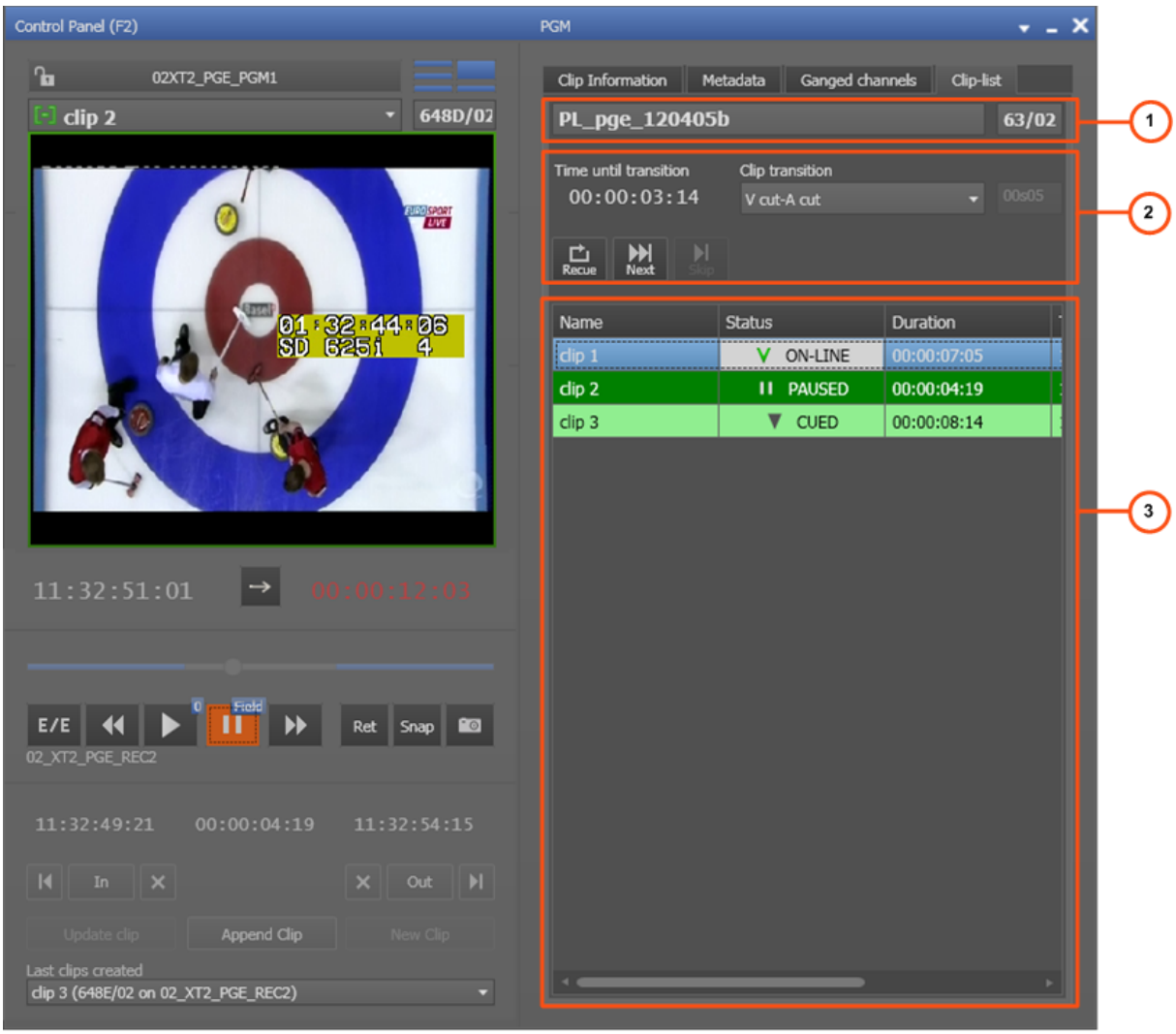
2.9.2. Overview of the Clip-List Tab

Illustration

The Clip-List tab contains the areas highlighted on the screenshot below:



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Area Description

The table below describes the various parts of the Clip-List tab:

Area		Description / See also…
1.	Playlist Name and LSM ID fields	Those fields give the name and the LSM ID of the playlist loaded on the player. See section "Playlist Contextual Menu" on page 33 for the options available from this field. They can be used to load a playlist. See section "Loading a Playlist" on page 67.
2.	Playlist Transport functions	This area provides transport buttons specific to a playlist. See section "Playlist Transport Buttons and Shortcuts" on page 76. It gives information on the Time until next transition and transitions types and duration. See sections "Time until Transition" on page 36 and "Clip Transition Fields" on page 36.
3.	Playlist grid	This area displays the list of playlist elements. See section "Playlist Grid" on page 37. A playlist element can be loaded directly from this area and edited. "How to Trim a Playlist Element" on page 92.

When a playlist is loaded on the player channel controlled by the Control panel, most of the areas on the left of the Control Panel are dimmed.

The available areas are described below.

Loaded Media Pane

The name and ID of the playlist element that is currently playing or paused is displayed in the **Loaded Media** and **LSMID** fields.

Video Display

The Video Display shows the element that is currently played in the loaded playlist.

Transport Functions

The buttons from the Transport Functions pane are available for use with the playlist. See section "Transport Functions Pane" on page 19 for more information on these buttons.

2.9.3. Playlist Contextual Menu

The Playlist contextual menu is available when right-clicking the **Playlist Name** field.

For more information, refer to the Playlist Panel user manual.

The commands are described hereafter.

New Playlist
Opens the Create New Playlist window to create a new playlist.

Copy clips locally
Creates a copy of all distant elements of the selected item onto the local server.
Two options are available:
- **Copy short**: This copy will only include the media needed inside the item with minimal guardbands created during copy.
- **Copy long**: This copy will include the complete original clips with their guardbands.

They are only available if the playlist is on-line on an EVS server.

The **Status** icon of the playlist elements changes from

to

.

indicating an XT clip that is distant to the playout EVS server.

indicating an XT clip that is present on the local EVS server.

Convert to Timeline
Opens the Make a Timeline Online window and allows users to convert the selected playlist into a timeline which could then be managed through IPEdit.

Convert to Edit
Converts the playlist to an edit.

Send to
Provides a list of possible destinations to which the selected item can be sent. Possible destinations are:
- the user's default bin
- the user's default playlist
- a default archive target
- any target destination visible on the GigE network that has been defined in the Remote Installer (CleanEdit targets, Avid targets, Final Cut Pro targets, File targets, EVS servers targets). This is used to make A/V material available to external systems.

See section "Transferring Media" on page 97.

Flatten to XT
Displays a list of high resolution EVS servers and pages available on the XNet network to which the user can store a consolidated clip out of the selected item.
The flattened clip will have the same VarID as the original item. That is the reason why the flattened clip cannot be stored on the same EVS server as the original item, otherwise, this would result in a VarID conflict.

Backup to Nearline
Used for the storage or the backup of the selected item to the default nearline or to a nearline directory.
Provides a list of possible nearline destinations to which the selected item can be sent as file, that is to say any destination folder visible on the GigE network that has been defined in the Remote Installer to allow transfer. The file format is defined in the Remote Installer. Users can access the A/V material of nearline folders in IPDirector, or restore it on an EVS server.

Import
Imports the playlist structure and playlist related information from an XML file into IPDirector.

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Export
Exports the loaded playlist structure and playlist related information from IPDirector to an XML file or CSV file.

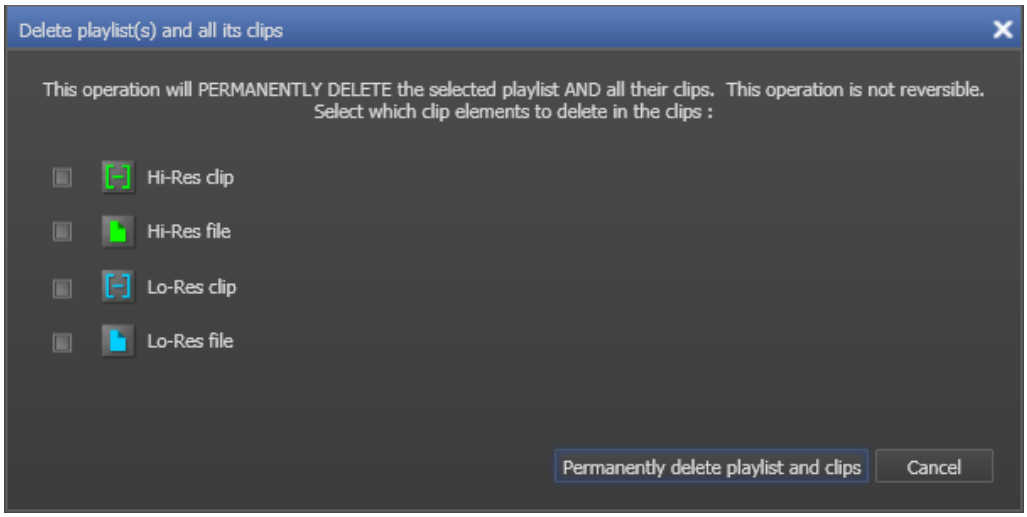
Publish
Opens the Publish window in which you can specify the user groups the selected item should be published to.
The item will be published to the selected groups, providing that they have the adequate rights.

Edit/Rename
Opens the Edit a Playlist window from which the users can modify the properties of the selected playlist.

Regenerate TC Output
Generates a continuous timecode to be able to browse a playlist easily.

Delete Playlist
Deletes the selected playlist. The option is only available when the playlist is not loaded on a player channel.

Delete Playlists and Clips
Deletes the selected playlist and all the clips contained in the playlist, provided that they are not inserted into another playlist. The option is only available when the playlist is not loaded on a player channel.
The following window opens and allows you to select the clip element types you want to delete.


Delete playlist(s) and all its clips
This operation will PERMANENTLY DELETE the selected playlist AND all their clips. This operation is not reversible.
Select which clip elements to delete in the clips :
Hi-Res clip
Hi-Res file
Lo-Res clip
Lo-Res file
Permanently delete playlist and clips
Cancel

Delete all unused Playlists
Opens the Delete Unused Playlists window from which you can select a reference date for the deletion of playlists.
All the playlists (on all the EVS servers of the XNet network) not used since the reference date will be displayed in the window. All the retrieved playlists or a selection of them can be deleted.

Set as default playlist
Sets the selected playlist as default playlist.

Create an off-line copy
Creates an off-line copy of the selected playlist.
This new off-line playlist has the same content as the playlist selected. It also has the same name but it has no LSM ID.

Copy/Move Playlist

Allows the users to:

- create an off-line or on-line copy of the selected playlist
- move the playlist to another EVS server
- make the playlist off-line.

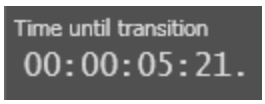
Properties

Displays information related to the owner and the groups the selected item has been published to.

Show/Hide Video Display

Shows the Video Display inside the Control Panel when it is off or hides it when it is on. If the Video Display is not linked to the selected player channel, the option is not available.

2.9.4. Time until Transition



The **Time until transition** field specifies the remaining time till the next element starts.

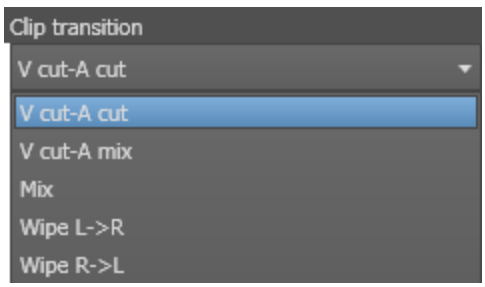
It is calculated taking into account the current speed.

2.9.5. Clip Transition Fields

The **Clip Transition Type** field and the **Clip Transition Duration** field are only available when all the following conditions are met:

- a playlist is loaded in the Clip-List tab
- the playlist is recued on the player channel
- the player channel is set to PGM in a PGM/PRV association.

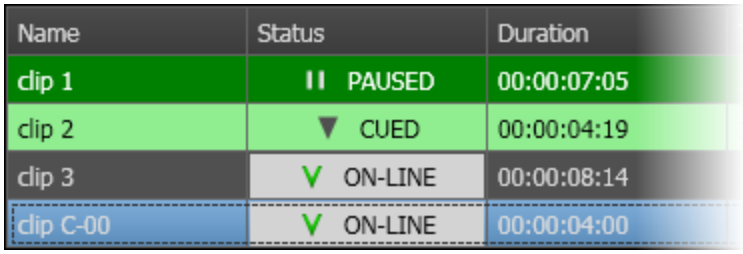
The left field gives indication on the clip transition type and allows the users to select the clip effect type to be used for transitions between the elements of the playlist. This effect will be applied to the audio and video transitions of all elements of the playlist loaded.



The right field gives indication on the clip transition duration and allows the users to specify the duration of the effect type defined in the **Transition Type** field. The user can specify the duration, in seconds and frames, up to 20 seconds.

2.9.6. Playlist Grid

Introduction



The playlist grid represents the playlist content, with one row representing one element of the list and a customizable set of columns to display element data and information about the transitions and values being assigned to the playlist.

A selected line appears on a blue background.

See the Playlist Panel user manual for detailed description of the Playlist grid.

Playlist Element Statuses

In the Playlist grid, the **Status** column provides two kinds of status information on the playlist element:

- Playout status
- Availability status (availability on an EVS server)

The list below specifies the possible statuses for playlist elements:

Icon	Description
Playback status	
PLAYING	The playlist element is being played.
CUED	The playlist element is cued and is the next element that will be played.
PAUSED	The playout has been paused on this playlist element.
Availability status (on an EVS server)	
ON-LINE	The playlist element is available locally, on the EVS server where the playlist is stored.

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Icon	Description
	The playlist element is available on another EVS server of the XNet network.
	The playlist element is not available on an EVS server. It only exists as a file stored on a nearline folder, or as a virtual element. You need to restore the playlist element of type "file" to be able to play it out on a player channel. You can however play it on the Software Player but the **Playing** status will not be applied to the missing elements.

Grid Header Contextual Menu

Right-clicking the grid header displays the grid contextual menu.

The options are described in the following table:

Option	Description
Hide	Hides the selected column.
Organize	The Organize window opens and allows the users to select the columns to display and their order.
Save grid organization	Saves the organization of the grid as it is displayed (columns selection, order and size). It is saved by each user. Therefore, this organization will be retained the next time the user logs in and opens the application.
Reset grid organization	Sets back the grid to the default grid organization.

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3. Managing Channels

3.1. Introduction

To be able to browse media in the Control Panel, you need to assign a player channel or the Software Player to it.

By using the Software Player, you will be able to play any of the following media elements as long as they are available on an EVS server or on an online nearline via the GigE network: trains, XT clips or growing clips defined on an EVS server, files stored on a nearline storage, playlists and playlist elements.

Several player channels can be ganged so the playout of items loaded on each of them can be synchronized.

Clips, playlists or timelines can be played out with transition effects between elements. To do so, special channel modes must be used. Depending on several parameters on the EVS video server, a single player channel could be used or two player channels must be dedicated to the playout of the loaded item. So, if the "Mix on One Channel" functionality is supported and enabled for a player channel, this single channel will be sufficient to play a series of clips, a playlist or a timeline with transition effects. Otherwise, the PGM/PRV mode must be used for clips and playlists, and the IPEdit mode (also called Lock Timeline in the Channel Explorer) must be used for timelines.

3.2. Assigning a Player

3.2.1. Introduction

There are several ways to assign a player channel or the Software Player to a Control Panel. See section "How to Assign a Player Channel or the Software Player" on page 40.

3.2.2. Limitations to Player Assignment

Some limitations exist to the assignment of a player channel or the Software Player.

- A player channel controlled by a secondary controller cannot be selected.

  If there is a shared control of the player channel between IPDirector and a secondary controller and the channel has been configured with the IPDP protocol as the main controller in Exclusive mode, it is possible to regain control from IPDirector.

  See section "Controlling the Player from a Secondary Controller" on page 45.

  If the other controller has been set as main controller, it is not possible to regain control from IPDirector.

- Only one instance of the Software Player can be opened at a time in IPDirector.

3.2.3. How to Assign a Player Channel or the Software Player

From the Channel Explorer

Users can assign a player channel to a Control Panel from the Channel Explorer. This can be done in one of the following ways:

- Drag a player channel from the Channel Explorer window and drop it on the Control Panel.

  The name of the selected player is displayed in the **Player** field.

- Double-click a player in the Channel Explorer.

  A Control Panel opens and the player is automatically assigned to it.

- Right-click a player channel in the Channel Explorer and select **Open Control Panel** from the contextual menu.

  A Control Panel opens and the player is automatically assigned to it.

When a channel is assigned to an application, the **Player** icon in the Channel Explorer window changes from to .

From the Player Field

Users can select a player from the **Player** field.

This can be:

- a player channel from an EVS video server
- the workstation channel, this means the player channel set as **linked** from the IPDirector Configuration window of the Remote Installer
- the Software Player, if the workstation has a valid license for the OCX Software Player. See section "Licenses" on page 1.

Note
You can only open one instance of the Software Player at a time in IPDirector.

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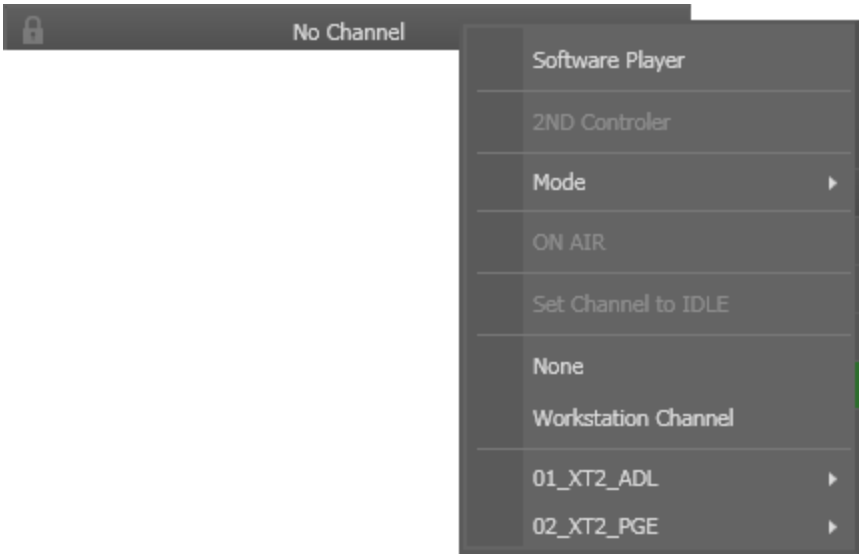
To assign a player channel or the Software Player from the **Player** field, proceed as follows:

1. Right-click the **Player** field.

   This displays a contextual menu which lists the EVS video servers and their player channels, and the Software Player option:



2. Select the Software Player or a player channel from the contextual menu.

The **Player** field displays the name of the selected player:

or

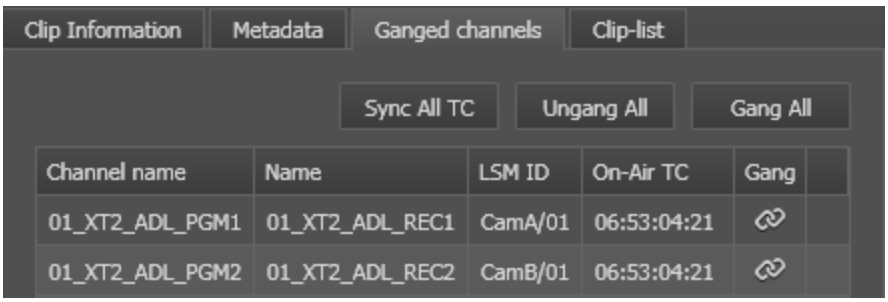
3.2.4. How to Assign a Ganged Channel

When a player channel, which belongs to a group of ganged channels, has been assigned to a Control Panel, users can easily assign one of the ganged player channels.

To do so, proceed as follows:

1. Click the Ganged Channels tab.

   All the channels from the group are listed in the Ganged Channels tab of the Control Panel. The line for the player channel currently assigned, and the media currently loaded on it, is highlighted in green.



2. Double-click the player channel you want to assign to the Control Panel.

It becomes the player channel controlled by the Control panel and the media currently loaded on the selected player channel is displayed in the Control panel.

3.3. Locking a Channel

Purpose

It is possible to lock a player channel to prevent any operation from any IPDirector user interface. However, the Remote Panel in LSM exclusive or parallel mode will maintain control or be able to regain the control if the channel has been locked from the IPDirector interface.

If a ShuttlePRO is associated to the selected channel, its functions are inactive when the channel has been locked.

Limitations

The **Lock** function is not available in the following situations:

- The selected channel has been locked by another user.
- You do not have the right to lock the selected channel.
- The Remote Panel controls the channel.
- The EVS server the channel relates to is shut down.

Locked Channel Display

A **Lock** icon or button can have different displays:

In the Channel Explorer:

- channel locked from the current workstation

- channel locked from another workstation

When a channel is unlocked, no icon is displayed next to the channel.

In the ControlPanel:

- channel locked

- channel unlocked

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How to Lock or Unlock a Channel

Locking a Channel

To lock a player channel, proceed as follows:

- Click the button in the **Player** field or press **CTRL+L**.

The button displays a closed lock and the whole window is dimmed.

Locking a Channel

To lock a player channel, proceed as follows:

- Click the button in the **Player** field or press **CTRL+L**.

The button displays a closed lock and the whole window is dimmed.

Unlocking a Channel

To unlock a player channel, proceed as follows:

- Click again the **Lock** button.

When you unlock a channel in such a way, it remains locked to the other users. You need to unlock it from the Channel Explorer to make it available to other users.

3.4. Enabling the On-Air Feature

Purpose

The On-Air status is used to show that the selected player channel is on air and to inform other users that they should not perform any action on the on-air channel.

Constraints

The following conditions must be met for the **On Air** option to be available for a player channel:

- the user has the control right on this channel
- this channel is not locked.

How to Set a Player Channel to the On-Air Mode

The **On-Air** function can be enabled in two ways:

- The operator right-clicks the **Player** field and select **On Air** from the contextual menu.
- The operator fires an external a GPI trigger to which the Tally (On Air) action is associated. This will automatically activate the **On-Air** function on the Control Panel. The actions linked to the GPI keys are defined in the Input GPIs window available from the IPDirector main menu **Tools > Settings**. See the General Functions user manual for more information on how to define Input GPI.

The **Player** field background will then flash alternately red.

3.5. Controlling a Player with another Device

3.5.1. Controlling a Player with the ShuttlePRO

Introduction

The ShuttlePRO device can control a player channel by means of the device keys. As soon as the player channel is assigned to a Control Panel and associated to the ShuttlePRO, users will be able to perform actions on the panel by using the ShuttlePRO.

The Software Player can also be controlled by the ShuttlePRO provided that it has been assigned to a Control Panel or a Playlist Panel.

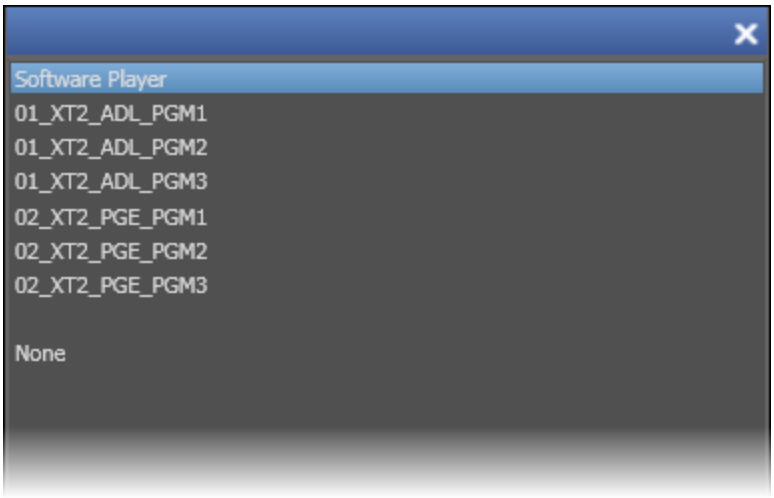
Refer to the ShuttlePRO section of the manual for more information on the controller.

How to Control a Player with the ShuttlePRO

To control a player channel or the Software Player with the ShuttlePRO, proceed as follows:

1. Press the **Select Player** key on the ShuttlePRO controller.

This calls up a list of players available to be controlled.



2. Use the jog dial to move through the list and highlight the required player channel or Software Player.
3. Press the **Select Player** key again to assign the player and exit the menu.

The **ShuttlePro** icon is displayed next to the **Player** field in the Control Panel and in the Channel Explorer.

3.5.2. Controlling the Player from a Secondary Controller

Purpose

Any player channel of an EVS video server can be controlled by IPDirector or by another controller. Two different control modes are available. This is set from the Multicam Configuration window.

With the Exclusive mode, the main controller and the secondary controller cannot control the channel at the same time. The control is given or gotten back from the main controller interface. From IPDirector, the **2nd Controller** option allows switching the control between IPDirector and the other device.

With the Parallel mode, both controllers can control the channel at the same time.

Prerequisites

The secondary device, the communication protocol it used, the COM port it is physically connected to and the control mode must be set from the Multicam Configuration window. See the IPDirector Technical Reference manual for more information.

The **2nd Controller** option within IPDirector is only available if the channel has been configured with the IPDP protocol as the main controller in Exclusive mode.

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How to Control a Player Channel from a Secondary Controller

Exclusive Mode

Exclusive control of any player channel by a third party protocol (switcher, editor controller or 3rd party device) or by IPDirector can be achieved from a Control Panel or a Playlist Panel.

To do so, proceed as follows:

1. Right-click the **Player** field
2. Select the **2nd Controller** option from the contextual menu.

Parallel Mode

When the configuration has been set to Parallel mode, the control of the channel is from either IPDirector or the 3rd party device simultaneously and the **2nd Controller** option is not available.

3.6. Channel Modes for Playout with Transition Effects

3.6.1. Playing a Series of Clips or a Playlist

Introduction

IPDirector is able to play a series of clips or a playlist with its transition effects. A single player channel will be sufficient if it supports the "Mix on one channel" functionality. Otherwise, two player channels must be used and they must be set to PGM/PRV mode.

The "Mix on one channel" capacity of the channel can easily be checked as the information is displayed in the title bar of the Control Panel the channel has been assigned to.

- Channel not supporting "Mix on one channel" and involved in no association (previously called 1PGM):

- Channel supporting "Mix on one channel":

1PGM Mode

When the Control Panel is assigned a player channel supporting the "Mix on one channel" functionality, a playlist can be loaded on that channel and played out with its transition effects.

When the 1PGM mode is selected and a playlist is loaded on a player channel which does not support the "Mix on one channel" functionality, the playlist will be played in Cut mode on only 1 output.

PGM/PRV Mode

The PGM/PRV mode provides the 2 output channels that are necessary for playing transitions between elements, when using channels which do not support the "Mix on one channel" functionality.

The **PGM/PRV** option is only available if the player channel is a odd numbered channel of the EVS server, for example the PGM must be channel 1 and the associated PRV must be channel 2, channel 3 can be PGM with associated PRV channel 4, and finally channel 5 can be a PGM with channel 6 as the associated PRV.

Two channels can be associated in PGM/PRV mode from the Channel Explorer, the Control Panel and the Playlist Panel.

Playlists

The PGM channel is necessary for playing transitions between playlist elements, when using channels which do not support the "Mix on one channel" functionality.

The PRV channel can be used to preview clips or trains, or playlist elements in order to trim them on a different channel than the one used for the playlist playout.

Clips

The PGM/PRV mode allows you to play several clips "back to back", with transition effects.

When single clips or trains are loaded on the PGM and the PRV channels, they can be transitioned manually. The TAKE function shifts from the current media on the PGM channel to the media on the associated PRV channel using the Take Effect settings as defined in **Tools > Settings > Clips > Take**.

See section "Loading a Media with the Take Function in PGM/PRV Mode" on page 70.

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How to Set the PGM/PRV Mode from the Control Panel

To associate channels in PGM/PRV mode, proceed as follows:

1. Assign an odd numbered player channel to the Control Panel.
2. Right-click the **Player** field
3. Select **Mode > PGM/PRV**.

3.6.2. Playing Timelines in IPEdit Mode

The IPEdit mode, or Timeline mode, is the player channel mode used to play timelines.

When the "Mix on one channel" functionality is supported, a timeline loaded on a player channel will be played with its transition effects.

Loading a timeline on such a channel automatically sets it to the IPEdit mode:

Another element can be loaded and the system automatically unlocks the channel from the IPEdit mode.

When the "Mix on one channel" functionality is not supported, the timeline must be loaded on an odd player channel (PGM1 or PGM3) to be played with its transition effects. The IPEdit mode can be manually enabled from the Channel Explorer or automatically by loading a timeline on an odd channel controlled from a Control Panel. The mode is mentioned in the title bar of the Control Panel.

To be able to load another element on one of these player channels, they must first be manually unganged from the Channel Explorer.

3.6.3. Limitations for the Mix on One Channel Functionality

A player channel will not support the "Mix on one channel" functionality in one of the following cases:

- It is on a COHX board on the EVS video server
- It is a 1080p channel
- It is a 3D channel
- It is a 3G input
- It is on a V3X board on the EVS video server but the "Mix on One Channel" parameter is set to **No** on the Server Configuration screen.

3.6.4. Summary

This section summarizes the resulting actions when playing a playlist or a timeline, depending on the channel mode and the channel types

Playlists

When the channel mode is set to…	and the "Mix on one channel" functionality …	then, a loaded playlist will be played
1PGM	is supported	with the transition effects
PGM/PRV	is not supported	with the transition effects
1PGM	is not supported	without the transition effects (Cut mode)

Timelines

When the channel mode is set to…	and the "Mix on one channel" functionality …	then, a loaded timeline will be played
1PGM	is supported	with the transition effects. The IPEdit mode is enabled on that channel.
1PGM	is not supported	with the transition effects. The IPEdit mode is enabled on a pair of channels.

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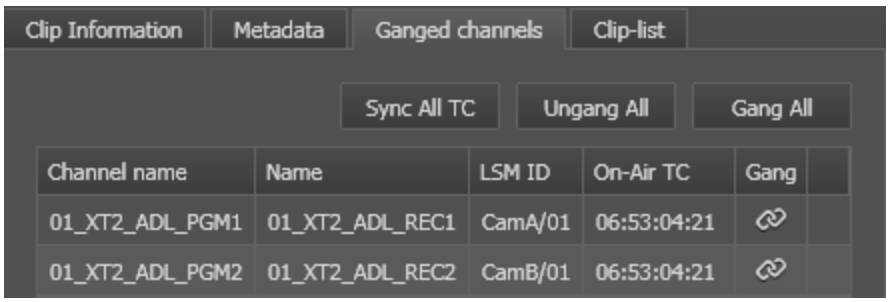
3.7. Managing Ganged Player Channels

3.7.1. Introduction

When the player channel associated to the Control Panel is part of a group of ganged channels, all the channels from the group are listed in the Ganged Channels tab of the Control Panel.



Several operations can be performed from this tab.

3.7.2. How to Temporarily Ungang and Re-Gang Some Channels

Unganging Channels

You can temporarily ungang some of the player channels from a group of ganged channels.

To do so, proceed as follows:

1. Click the Ganged Channels tab to display the list of player channels ganged to the one currently assigned to the Control Panel.
2. Double-click the **Gang** button in the **Gang** column for the player to ungang.

   The **Gang** symbol disappears:

The player channel remains ganged in the Channel Explorer and is still displayed in the Ganged Channels tab.

Reganging Channels

To re-gang a player channel that has been unganged from the Ganged Channels tab, click at the **Gang** button location in the **Gang** column or press **CTRL+G**.

Available Buttons and Shortcuts

The following table shows the button, shortcut or ShuttlePRO key which can be used for the operations:

User Interface Button	Keyboard Shortcut	ShuttlePRO key

3.7.3. How to Temporarily Ungang and Re-Gang all the Ganged Player Channels

Unganging Channels

You can temporarily ungang all the player channels from a group of ganged channels.

To do so, proceed as follows:

1. Click the Ganged Channels tab to display the list of player channels ganged to the one currently assigned to the Control Panel.
2. Click the **Ungang All** button.

   The **Gang** symbol is removed for all the channels.

The player channels remain ganged in the Channel Explorer and are still displayed in the Ganged Channels tab.

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Reganging Channels

To re-gang all the player channels that have been unganged from the Ganged Channels tab, use the **Gang All** command.

Available Buttons and Shortcuts

The following table shows the buttons or shortcuts which can be used for the operations:

User Interface Button	Keyboard Shortcut
Ungang All	Shift + G
Gang All	Shift + G

3.7.4. How to Permanently Remove a Channel from the Ganged Group

To remove a channel from a group of ganged channels, proceed as follows:

1. Click the Ganged Channels tab to display the list of player channels ganged to the one currently assigned to the Control Panel.
2. Right-click the player channel to ungang from the list.

   A contextual menu is displayed.
3. Select **Remove Channel from Group**.

The channel is unganged from the others in the Channel Explorer and it disappears from the list in the Ganged Channels tab.

3.7.5. Synchronizing the Timecode on All Player Channels

The Sync function is used to synchronize the timecode on all player channels ganged to the channel currently controlled by the Control Panel.

The Sync function will force all the ganged player channels to synchronize their timecode position to the same timecode as the current position on the channel controlled.

The following table shows the button, shortcut or ShuttlePRO key which can be used for the operation:

User Interface Button	Keyboard Shortcut	ShuttlePRO key
Sync All TC	Ctrl + S	

3.8. Managing the Links with a Video Router

3.8.1. Introduction

Video routers can be used with IPDirector to increase the number of incoming feeds manageable by EVS server recorder channels and/or the number of output channels able to play out the media from a player channel, depending on the configuration of the installation.

An EVS server player channel will be physically connected to an IN port of the router, so the media loaded on a player channel is sent to the OUT port(s) of the router associated to this IN port.

When a video router is used with an EVS server controlled by IPDirector, the router ports routed to the EVS server channels are shown in the IPDirector interface. So, users know exactly to which router OUT port a player channel is routed.

Some configuration is performed from the Remote Installer regarding the communication parameters and the association of router ports physically linked to EVS server channels.

However, IPDirector users with appropriate user rights have the possibility to switch the assignment between router IN ports and router OUT ports from the IPDirector user interface.

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3.8.2. Assigning a Player Destination

Introduction

If a player channel is linked to an IN port of a router, the media loaded on the player channel is sent to the OUT port(s) of the router associated to this IN port.

IPDirector users with appropriate user rights have the possibility to switch the assignment between router IN ports and router OUT ports. So, the media loaded on a server player channel will be sent to another destination as soon as the router OUT port assigned to the channel has changed. Several OUT ports can be associated to a single player channel.

This operation can be done from the Channel Explorer and from the Control Panel. A switch from an application automatically applies to the other one.

Prerequisites

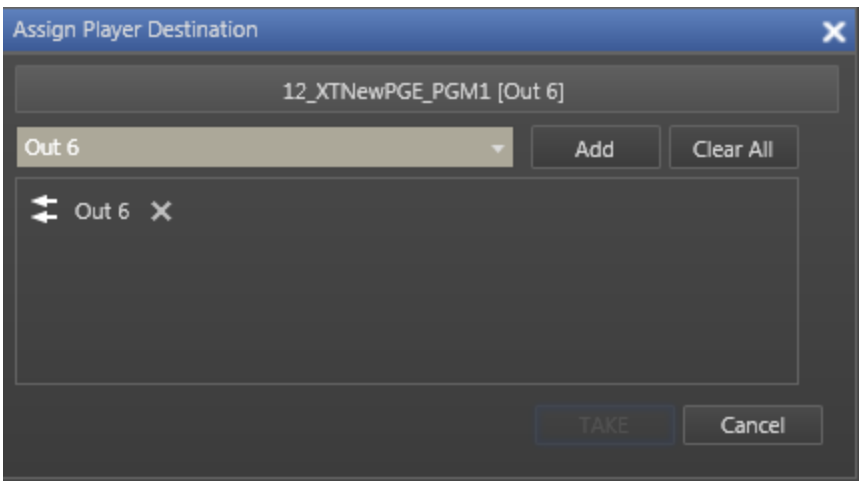
- The appropriate configuration must have been done from the Remote Installer regarding the communication parameters and the association of router IN ports physically linked to player channels.
- The Router Control service is started.
- A player channel physically connected to a router IN port has been assigned to the Control Panel.

How to Assign a Router OUT Port to a Player Channel

To assign an OUT port of a video router to a player channel from the Control Panel or to change the assignment, proceed as follows:

1. Click the **Change Player Output** button next to the **Player** field.

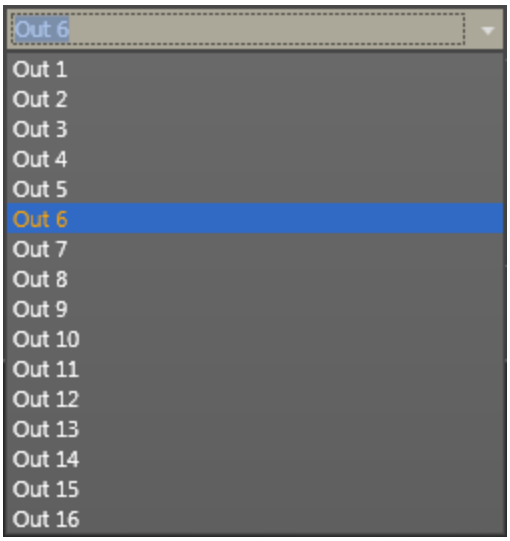
   The Assign Player Destination window opens:



   It lists all the router OUT ports already associated to the player channel.

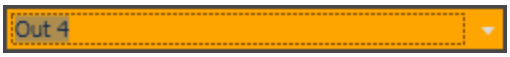
2. To remove an association between a video router OUT port and the player channel, click the **X** button next to the OUT port name.
3. To remove the association between all the video router OUT ports and the player channel, click the **Clear All** button.
4. To select an OUT port to associate to the player channel, click the arrow next to the **Router OUT Port** field.

   The list of all the router OUT ports is displayed:



5. Select an OUT port.

   The **Router OUT Port** field is highlighted to warn the users that the selection has changed but has not been saved:



6. Click **Add** to confirm the selection.

   The OUT port name is displayed in the list.
7. Click **TAKE** to send a command to the router service and link the router IN port connected to the player channel with the selected router OUT port.

The name of the OUT port is displayed after the player channel name.

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4. Loading Media

4.1. Introduction

The meaning of loading media is explained hereafter.

A record train, or train, corresponds to the media being recorded live from a camera and sent to an EVS video server through a recorder channel.

A recording ingest corresponds to the same media for which an IN point has been marked at a specific timecode to start the creation of a clip.

The action of associating a type of media with a player channel or with the Software Player is called "loading media".

The action of loading a playlist in the Control Panel implies that a player must have been associated with the Control Panel to be able to play the playlist.

When the selected player is a player channel:

- off-line playlists automatically become on-line on the EVS server of the controlled player channel.
- distant playlists are automatically copied to the EVS server of the controlled player channel.

When the selected player is the Software Player, off-line playlists remain off-line.

To be able to play the playlist with its transition effects, it must be loaded on a player channel supporting the "Mix on one channel" functionality or on the PGM channel of a PGM/PRV channel association. See section "Channel Modes for Playout with Transition Effects" on page 46 for more details.

Note
The current chapter only refers to Normal playlists. See the General Functions user manual for specificities of Fill and Key playlists.

See section "Possible Loading Actions" on page 56 for the list of the possible ways to load different types of media.

4.2. Possible Loading Actions

Various element types can be loaded on the Control Panel in different ways.

These actions are listed in the next table.

Action	See section…
Train	
Loading a train by selecting a recorder channel from the Channel Explorer.	"How to Load a Train from the Channel Explorer" on page 58.

Loading a train by selecting a recorder channel from the Database Explorer.	"How to Load a Train or a Recording Ingest from the Database Explorer" on page 59.
Loading a train by selecting a recorder channel from the Control Panel.	"How to Select a Train or a Recording Ingest from the Panel" on page 59.
Loading a train by selecting a recorder channel with the ShuttlePRO.	"How to Select a Train with the ShuttlePRO" on page 63.
Loading the last loaded train (only in case it was loaded just before the media currently loaded) at its currently recording timecode (E/E).	"How to Reload the Last Loaded Train or Recording Ingest" on page 60.
Loading the last loaded train (only in case it was loaded just before the media currently loaded) at the timecode where the E/E mode was exited (Snap).	"How to Snap back to the Last Loaded Train or Recording Ingest" on page 63.
Loading the source train corresponding to the loaded clip (Ret).	"How to Load the Source Media of a Clip" on page 61.
Loading a train from the previous or next recorder channel	"How to Load the Train from the Previous or Next Recorder Channel" on page 62.
Recording Ingest	
Loading a recording ingest from the Database Explorer.	"How to Load a Train or a Recording Ingest from the Database Explorer" on page 59.
Loading a recording ingest by selecting it from the Control Panel.	"How to Select a Train or a Recording Ingest from the Panel" on page 59. and "How to Load a Clip or a Recording Ingest from the Control Panel" on page 64.
Loading the last loaded recording ingest (only in case it was loaded just before the media currently loaded) at its currently recording timecode (E/E).	"How to Reload the Last Loaded Train or Recording Ingest" on page 60.
Loading a linked recording ingest.	"How to Load a Linked Clip" on page 65.
Loading the last loaded recording ingest (only in case it was loaded just before the media currently loaded) at the timecode where the E/E mode was exited (Snap).	"How to Snap back to the Last Loaded Train or Recording Ingest" on page 63.
Clip	
Loading a clip from the Control Panel	"How to Load a Clip or a Recording Ingest from the Control Panel" on page 64.

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Loading a clip from the Database Explorer	"How to Load a Clip from the Database Explorer" on page 65.
Loading a clip linked to the clip currently loaded	"How to Load a Linked Clip" on page 65.
Loading a clip associated to a log, or loading a log	"How to Load a Clip Containing a Log" on page 66.
Playlist	
Loading a playlist by entering the Playlist Name or LSM ID	"How to Load a Playlist via the Playlist Name or LSM ID" on page 67.
Loading a playlist from the Database Explorer	"How to Load a Playlist from the Database Explorer" on page 68.
Loading the last loaded playlist	"How to Reload a Playlist" on page 68.
Playlist Element	
Loading any playlist element	"How to Reload a Playlist" on page 68.
Loading a playlist element on the Control Panel	"How to Load a Playlist Element onto the Control Panel" on page 69.
Timeline	
Loading a timeline from the Database Explorer	"Loading a Timeline" on page 70.

Note
When a low resolution element, without corresponding high resolution element, is loaded on a player channel or on the Software Player, a warning icon is displayed in the **Loaded Media** field.

4.3. Loading a Train or a Recording Ingest

4.3.1. How to Load a Train from the Channel Explorer

To load a record train from the Channel Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Channel Explorer from the main menu.
3. Select the requested record train (recorder channel).
4. Drag it to the **Loaded Media** field of the Control Panel.

The train is loaded on the selected player at the current timecode.

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4.3.2. How to Load a Train or a Recording Ingest from the Database Explorer

To load a record train or a recording ingest (clip currently ingested) from the Database Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Clips view, select the requested record train or recording ingest from the grid.
4. Load it in one of the following ways:
   - drag it to the **Loaded Media** field of the Control Panel.
   - press **ENTER**, if you have previously associated the same player to the Control Panel and to the Database Explorer.
   - double-click the line if you have previously associated the same player to the Control Panel and to the Database Explorer.

A train is loaded on the selected player at the currently recording timecode and played.

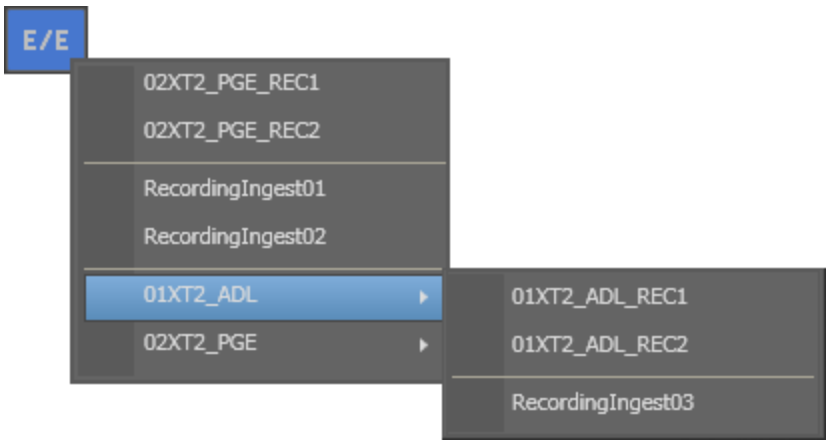
or

A growing clip is loaded on its "OUT" point, currently being ingested, and played.

4.3.3. How to Select a Train or a Recording Ingest from the Panel

How to Select a Train from the E/E Contextual Menu

By right-clicking the **E/E** button a contextual menu shows the available EVS video servers with their recorder channels and the list of clips being currently ingested identified by their name or VarID if any. Scheduled ingests not being recording yet are not shown.



Selecting a recorder channel loads the corresponding train at its current recording position and plays it on the selected player. The **E/E** button turns blue only when a train is loaded and playing live.

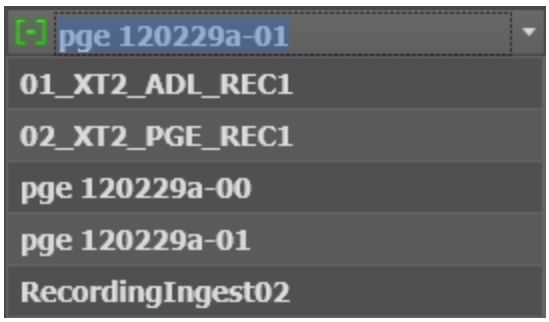
Selecting a recording ingest directly loads it at its currently recording position (OUT point) and plays it on the selected player.

Note
If a recorder channel is connected to an OUT port of a video router, itself associated to an IN port, the name of the router IN port is displayed after the recorder channel name.

How to Select a Train from the Loaded Media Field

When a train or a recording ingest has already been loaded during the current session, it is listed in the list available from the **Loaded Media** field. This list shows the last 20 items that you have loaded on the channel during the current session.

Click the arrow next to the **Loaded Media** field and select an item from the list:



4.3.4. How to Reload the Last Loaded Train or Recording Ingest

If a clip or a playlist element is loaded on a player channel or on the Software Player, clicking the **E/E** button will unload it and load and play the last loaded media (record train or recording ingest) at its current recording position.

The text below the **E/E** button indicates the media (train or recording ingest) which will be loaded on the player channel when the **E/E** button is clicked:

Note
In case the previously recording ingest is finished when the **E/E** button is clicked, the recorded clip is loaded on its IN point and stays in pause. If this clip has been deleted, nothing happens.

User Interface Button	Keyboard Shortcut	ShuttlePRO key

4.3.5. How to Load the Source Media of a Clip

The **Ret** button becomes active if a clip has been loaded in the Control Panel. By clicking it, the same frame of media will be loaded from the original record media (clip, recording ingest or train, if it is still available). This allows the users to play beyond the original clip boundaries or to define a new clip from the original record media.

Clip Loaded:	Source Media Recalled with Ret:

User Interface Button	Keyboard Shortcut	ShuttlePRO key

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4.3.6. How to Load the Train from the Previous or Next Recorder Channel

When a train is loaded, it is possible to load a train from the previous or next recorder channel thanks to the ShuttlePRO keys:

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key
Previous Recorder	-	-	
Next Recorder	-	-	

Two situations can occur:

- The recorder channel currently selected does not belong to a group of ganged recorder channels, then the next or previous record train of the XNet network is loaded.
- The recorder channel currently selected belongs to a group of ganged recorder channels, then the next or previous record train of the group is loaded .

Tip
If a Mark IN point and/or a Mark OUT point has/have been set on a train, the mark(s) will be kept when switching to another train, would they be ganged or not.

4.3.7. How to Select a Train with the ShuttlePRO

Prerequisite

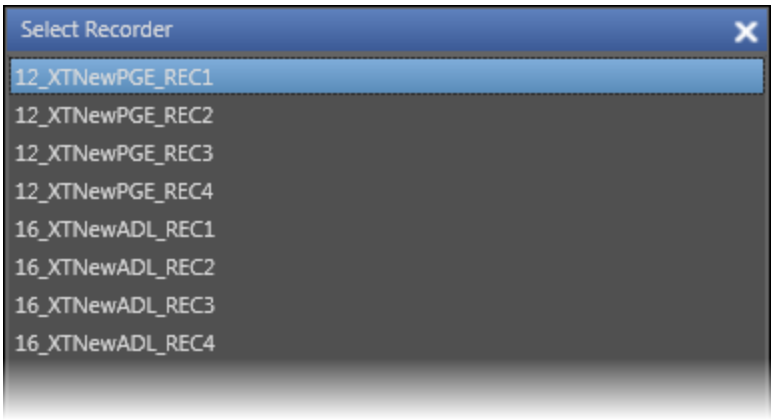
The same player must have been associated to the Control Panel and selected from the ShuttlePRO.

Procedure

To select a train with the ShuttlePRO, proceed as follows:

1. Press the **Select Train** key .

   This calls up on the screen a list of available recorder channels:



2. By moving the jog dial you can move through the list to highlight the required train.
3. Press **Select Train** again to select it and exit the menu.

The selected train is loaded on the player channel controlled by the ShuttlePRO.

4.3.8. How to Snap back to the Last Loaded Train or Recording Ingest

When a record train or a recording ingest is loaded on a player channel or on the Software Player and then another media is loaded on that channel, the **Snap** function allows you to go back to the previously loaded record train or recording ingest at the timecode where the E/E mode was exited, effectively "snapping" back to where the user left off in the record train or the recording ingest.

The difference with the E/E function is that the Snap function does not load the train at its currently recording timecode.

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User Interface Button	Keyboard Shortcut	ShuttlePRO key

4.4. Loading a Clip

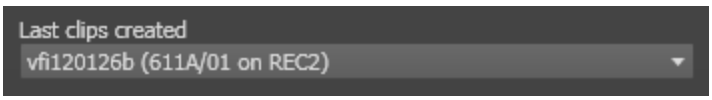
4.4.1. How to Load a Clip or a Recording Ingest from the Control Panel

To load a clip or a recording ingest on a player channel or the Software Player from the Control Panel interface, proceed in one of the following ways:

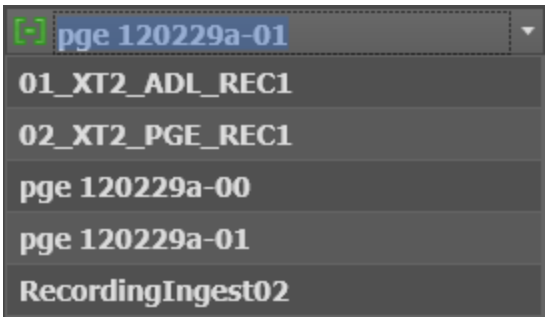
- Enter the clip name in the **Loaded Media** field of the Control panel and press **Enter**.

- Enter the clip LSM ID in the **LSM ID** field and press **Enter**.

- Click the arrow next to the **Last Created Clips** field and select a clip from the list.

- When a clip has already been loaded during the current session, it is listed in the list available from the **Loaded Media** field. Click the arrow next to the **Loaded Media** field and select a clip from the list. This list contains the last 20 clips or trains that you have loaded on the channel during the current session.

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4.4.2. How to Load a Clip from the Database Explorer

To load a clip on a channel from the Database Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Clips view or Clip Elements view of the Database Explorer, select the requested clip in the Elements grid.
4. Load it in one of the following ways:
   - drag it to the **Loaded Media** field of the Control Panel.
   - press **ENTER**, if you have previously associated the same player to the Control Panel and to the Database Explorer.
   - double-click the line if you have previously associated the same player to the Control Panel and to the Database Explorer.

A clip element is loaded on the Software Player according to the rules defined in "Loading Rules for the Software Player" on page 67.

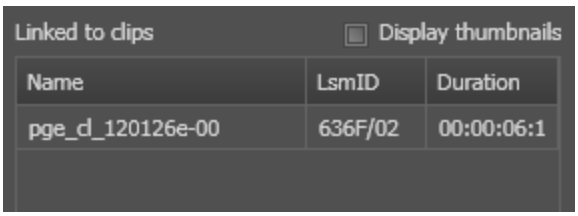
4.4.3. How to Load a Linked Clip

Linked clips are clips created at the same time by ganged recorder channels. They correspond to different angles of the same recorded media.

This applies also to recording ingests (or growing clips) being created from ganged recorder channels.

When a clip already loaded on a player has linked clips, it is possible to rapidly load one of them in one of the following ways:

- Double-click the linked clip in the Linked To Clips list of the Clip Information tab (not for growing clips).



- Use one of the ShuttlePRO keys:

Operation	ShuttlePRO key
Previous Linked Clip	
Next Linked Clip	

Note
In a PGM/PRV configuration, it is useful to switch a linked clip for another one on the PRV channel while keeping the director's cut on the PGM channel.

Tip
If a Mark IN point and/or a Mark OUT point has/have been set on a linked clip, the mark(s) will be kept when switching to one of its linked clips.

4.4.4. How to Load a Clip Containing a Log

Several types of clips contain a log timecode: protect media clips, clips automatically created by a drag-and-drop operation of a log into a bin, and clips automatically associated to a log by matching of the log timecode.

All the types are listed in the Logsheet grid of IPLogger and Database Explorer and can be loaded on a player channel or a Software Player.

To load such a clip, proceed as follows:

1. Associate a player channel or the Software Player to the IPLogger main window and the same player to a Control Panel.
2. In IPLogger, expand the log line by clicking the small arrow.
3. Click the clip you want to preview.

The clip is loaded on the player channel or on the Software Player at the log timecode.

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4.4.5. Loading Rules for the Software Player

All types of clip elements may be separately loaded on the Software Player. However, when the main line corresponding to the clip is selected from the Database Explorer, instead of a clip element line, and loaded on the Software Player, a single clip element will be loaded according to priority rules:

- Resolution: a low resolution clip element will have priority on a high resolution clip element.
- Storage Priority parameter set in the General tab of the Remote Installer: if XT has priority on Nearline, a XT clip will be loaded before a file or vice-versa.

It means that when low resolution and high resolution XT clips and files exist, and, for example, XT has priority on Nearline, the following priority rules apply:

1. low resolution clip
2. low resolution file
3. high resolution clip
4. high resolution file

4.5. Loading a Playlist

4.5.1. How to Load a Playlist via the Playlist Name or LSM ID

You can load a playlist from the Clip-List tab by entering its playlist name or LSM ID.

To do so, proceed as follows:

1. Assign a player channel or the Software Player to the Control Panel.
2. Do one of the following actions:
   - Enter the playlist name in the **Playlist Name** field of the Clip-List tab . If the playlist name entered by the operator is found several times in the database, the last playlist created with that name in the database is considered.

   - Enter the playlist LSM ID in the **Playlist LSM ID** field of the Clip-List tab

3. Press **ENTER**.

Tip
When the users enter only two digits in the **LSM ID** field, e.g. "1" and "5", and press **ENTER**, the system automatically loads the local playlist if it exists.

4.5.2. How to Load a Playlist from the Database Explorer

To load a playlist on a channel from the Database Explorer, proceed as follows:

1. Assign a player channel or the Software Player to the Control Panel.
2. Select the playlist from the Bins or the Playlists view of the Database Explorer.
3. In the Playlists view of the Database Explorer, select the requested playlist in the Elements grid.
4. Drag it to the **Playlist Name** field of the Clip-List tab.

Note
Dragging it into the clip-list grid would insert the playlist into the previously loaded one.

4.5.3. How to Reload a Playlist

How to Cue up a Playlist on the First Element

The Recue function re-loads the playlist on the first frame of the first element.

When a playlist is loaded on a player channel or the Software Player, loading an element type (clip, train, growing clip) on the same channel will unload the playlist from the channel. However, it is still possible to load it again on the associated player.

It is possible to recue the playlist loaded in one of the following ways:

- double-click the first element of the playlist in the Clip-List tab.
- use the Recue function:

Operation	User Interface Button	Keyboard Shortcut
Recue		

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How to Cue on any Playlist Element

To cue up one particular element of the playlist, proceed in one of the following ways:

- double-click it on the Clip-List tab, if the **Disable Double-Click on Playlist** option has not been selected under **Settings > Playlist > General**
- use one of the ShuttlePRO keys:

Operation	ShuttlePRO key
Previous Playlist Element (only in Edit mode)	
Next Playlist Element (In Edit or Play modes)	

The corresponding element will then be loaded. The playlist will cue up on the first frame of that element.

4.5.4. How to Load a Playlist Element onto the Control Panel

To load a playlist element onto the Control Panel, proceed as follows:

1. Open the Control Panel and assign a player to it.
2. Load a playlist on the Clip-List tab.
3. Drag an element from the playlist onto the **Loaded Media** field.

   The element will then be loaded on the Control Panel.

   The **Player** field background turns blue to highlight this situation.

4.6. Loading a Timeline

4.6.1. How to Load a Timeline from the Database Explorer

To load the timeline, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Timelines view of the Database Explorer, select the requested timeline in the Elements grid.
4. Drag it onto the **Loaded Media** field of the Control Panel.

The timeline will then be loaded on the IN point of the first element.

The IPEdit mode (also called Lock Timeline mode) is automatically activated.

If the channel does not support the "Mix on one channel" functionality, this is highlighted as follows:

Then, two player channels are set to Timeline mode to enable the effects between timeline elements to be played out.

If the channel supports the "Mix on one channel" functionality, this is highlighted as follows:

Then, effects between timeline elements can be played on one channel.

4.7. Loading a Media with the Take Function in PGM/PRV Mode

If the channel is in PGM/PRV mode, the Take function shifts from the current media on the PGM channel to the media on the associated PRV channel using the Take Effect settings as defined in **Tools > Settings > Clips > Take**.

If a clip is loaded on the PGM channel and a train is being played on the PRV channel, the Take function will load the train on the PGM channel and the clip on the PRV channel.

See the General Functions user manual for more information on the Take settings. This function is only available from a shortcut.

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5. Moving through Media

5.1. Introduction

The Transport Functions pane provides a Jog bar and transport buttons to navigate in the loaded element. In addition, other options allow to directly jump to a given timecode within the media.

5.2. Transport Functions

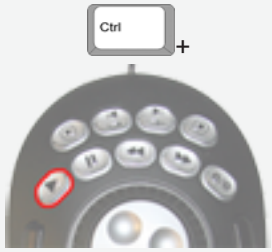
5.2.1. Transport Buttons and Shortcuts

The following table gives the meaning of each transport operation which can be used with any loaded item. A button and/or a keyboard shortcut can be used to perform each action. The ShuttlePRO device has buttons dedicated to most of these functions as well.

When linked or non linked clips are loaded on ganged player channels, the transport operations applied from one player channel are applied to the clips loaded on the ganged player channels.

Note
The **E/E** function, the Snap function and the **Ret** function are described in section "Loading a Train or a Recording Ingest" on page 58.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Play				Starts to play the loaded media at 100% for normal clips, at 33% for "SLSM clips 3x" or at 50% for "SLSM clips 2x". The **Speed** field, above the **Play** button, indicates the playout speed.
Pause				Stops the playout of the loaded media. See section "Pause Button Contextual Menu" on page 74.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Play VAR	-	Ctrl + P		Starts to play the loaded media at the speed set for VAR Play in the **Tools > Settings > Control Panel > Speeds** category. See section "Settings" on page 104 for more information on the speeds.
Fast Rewind		W		Starts moving backwards through the media at the preset speed. See section "Fast Forward and Fast Rewind Speed" on page 75.
Fast Forward		F		Starts moving forward through the media at preset speed. See section "Fast Forward and Fast Rewind Speed" on page 75.
Define Custom Speed	-	< ,	-	Allows to define a custom speed to play the loaded media. See section "Custom Speed" on page 76 and section "Playing Media at a Custom Speed" on page 78.
Goto IN		A		Moves from the current position to the IN point of the loaded clip.

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Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Goto OUT				Moves from the current position to the OUT point of the loaded clip. If a growing clip is loaded on a player and the user clicks the **Goto OUT** button, the system will play near "live", i.e. at the closest position from the live.
Goto Previous Frame	-		 (field by field)	Moves from the current position to the previous frame.
Goto Next Frame	-		 (field by field)	Moves from the current position to the following frame.

5.2.2. Pause Button Contextual Menu

By default the pause is performed on a field. When you right-click the button, you can choose either the **Pause on frame** or the **Pause on field** modes from the contextual menu. The option selected will then be applied each time the user clicks the **Pause** button.

5.2.3. Fast Forward and Fast Rewind Speed

Introduction

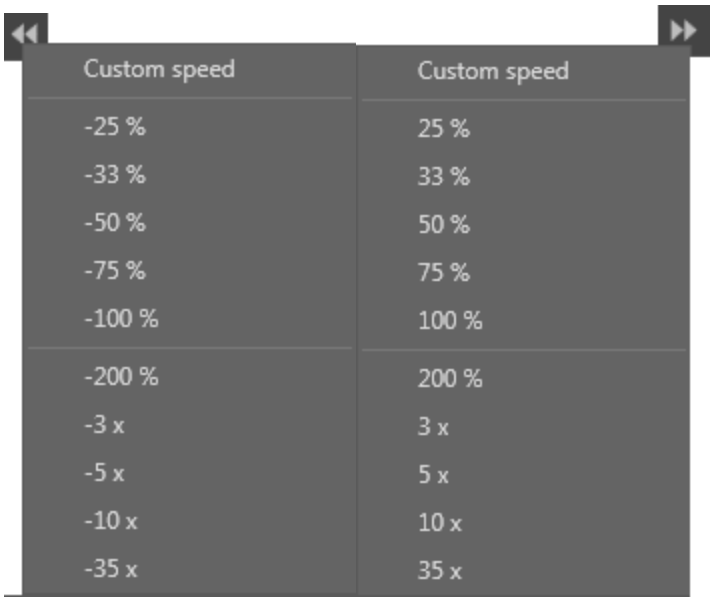
A default rewind speed and a default forward speed are set in the **Tools > Settings > Control Panel** category.

The Fast Forward speed and the Fast Rewind speed can be adapted by means of contextual menus. Then, the default speed is updated.

The speed is displayed in the **Speed** field above the **Play** button.

Contextual Menus

Right-click the **Fast Rewind** button or the **Fast Forward** button and select one of the options from the contextual menu.



Keyboard Shortcuts

Press the **Fast Rewind** (W) or the **Fast Forward** (F) shortcut to start playing the media backward or forward.

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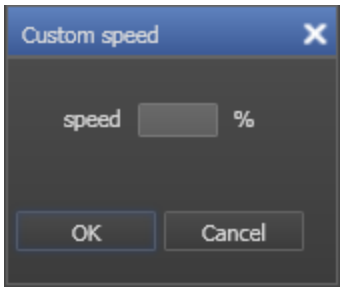
5.2.4. Custom Speed

A custom speed can be defined by means of the < , shortcut or the Fast Rewind / Fast Forward contextual menus.

The Custom Speed window allows you to enter a value.



The speed value is displayed in the **Speed** field above the **Play** button. This operation does not affect the default Fast Forward or Fast Rewind speed values.

5.2.5. Playlist Transport Buttons and Shortcuts

The general transport functions available from the Transport Functions pane can be used for the playlist as well. Several transport buttons specific to the playlists are available in the upper part of the Clip-List tab.

The following table gives the meaning of each transport operation which can be used specifically with a loaded playlist. A button and/or a keyboard shortcut can be used to perform each action.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Recue	Recue	J	-	Loads the playlist on the first frame of the first element. This button is not available if the playlist is on air.
Next Element	Next	N	-	If the playlist is playing: immediately loads the next element and plays according to its start mode and start effect. If the playlist is in PAUSE: jumps to the IN point of the next element of the playlist but the playlist remains paused.
Skip Element	Skip	K	-	Skips the next element during the playout of the playlist so it will not play. If the button is clicked twice, the next 2 elements will be skipped, and so on.

5.3. Browsing to Another Timecode

Using the Jog Bar

The bullet indicator of the Jog bar can be moved with the mouse along the bar to browse the media and to play it from any position if needed.

See section "Jog Bar" on page 22 for a description of the elements of the bar.

Using the ShuttlePRO

ShuttlePRO Wheels

Field by Field - Jog Mode

Rotate the Jog wheel clockwise or anti-clockwise to navigate through the loaded media field by field.

Second by Second - Fast Jog Mode

Press the **Fast Jog** button and rotate the Jog wheel clockwise or anti-clockwise to navigate through the loaded media second by second.

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5.4. Playing Media at Increasing or Decreasing Speed

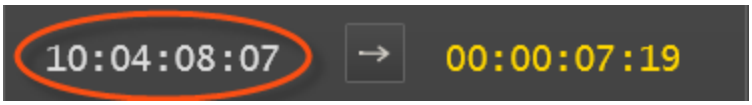
Rotate the Shuttle ring to play fast forward or fast rewind the loaded media.

Releasing the Shuttle ring pause the media at the timecode current displayed.

5.5. Jumping to a Given Timecode

There are several ways to jump to a given timecode within a loaded media:

- Click at one position on the Jog bar
- Enter a new timecode value in the **Current Timecode** field and press **ENTER**.



You can cancel the operation by pressing the **Escape** key instead of pressing **ENTER**.

Note
If the player channel is ganged with others, the same operation is performed on all the ganged channels.

5.6. Playing Media at a Custom Speed

5.6.1. Context of Use

This function can be used when the following element types are loaded on a channel, would it be cued, paused, or being played out:

- Clip
- Growing clip
- Train
- Playlist element

It can also be used if the channel is part of a

- Gang group: the speed is applied to all the channels of the group at the same time.
- Fill & Key association: the speed is applied to all the channels of the group at the same time.
- PGM/PRV association: the speed is only applied to the PGM channel.

This function cannot be used when

- The channel is IDLE or no channel is associated to the window
- The user does not have the right to control the channel
- The channel is controlled by another device
- The channel is locked
- A timeline is loaded on the channel

5.6.2. How to Change the Speed of the Loaded Item

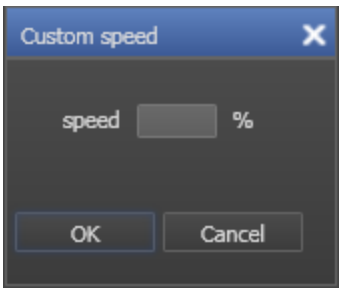
To change the speed of the loaded item, proceed as follows:

1. Press the key

   or

   right-click the **Fast Forward** or **Fast Rewind** button and select **Custom Speed** from the contextual menu.

   The Set Speed window is displayed:

2. Enter the speed value from 0 to 300%.
3. Click **OK**.

   The playout of the element starts if it was cued or paused. If the element was being played out, the speed changes.

   The speed value is displayed in the **Speed** field above the **Play** button.

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6. Creating Media

6.1. Creating a Clip

6.1.1. Introduction

Clip Structure

A clip is defined by Short IN and Short OUT points, usually called IN and OUT points by the operators.

When Short IN and Short OUT points are set, the system automatically write protects a user definable length of material before the Short IN point and after the Short OUT point. These are referred to as the guardbands.

For this reason, the IN point before the guardband and the OUT point after the guardband are called Protect IN point and Protect OUT point.

During playout, only the clip duration, between the Short IN and the Short OUT points is played out.

It is possible to trim an existing clip by redefining its Short IN and/or its Short OUT points, if the whole clip has not been protected. See section "Trimming a Clip" on page 91.

The duration of the guardbands is set with the **Guardbands** option from **Tools > Settings > Clips Settings > General Settings for Clips**.

Usable Media

As soon as a media has been loaded, users can create a new clip from this loaded media thanks to the clip creation functions of the Clip Creation pane. A clip can be created from a record train, a recording ingest or a clip.

6.1.2. Clip Settings

Several settings related to clip creation can be defined under **Tools > Settings**. They relate to the display of the Save Clip window, automatic ways to name clips would the Save Clip window be displayed or not, the guardbands duration or the default clip duration.

Specific settings also exist for the creation of clips on ganged recorders, the creation of sub-clips from linked clips, or the trimming of linked clips.

See the General Functions user manual for more details.

6.1.3. Clip Creation Buttons and Shortcuts

The following table gives the meaning of each clip creation operation. A button and/or a keyboard shortcut can be used to perform each action. The ShuttlePRO device has buttons dedicated to most of these functions as well.

Note
The **GoTo IN** and **GoTo OUT** functions are described in section "Transport Buttons and Shortcuts" on page 72.
The **Append Clip** button is described in section "Adding Elements to a Playlist" on page 93.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Mark IN	In	I		Sets a mark IN point at the timecode shown in the **Current Timecode** field and corresponding to the bullet indicator position on the jog bar. Then, a green indicator represents the mark IN point on the jog bar.
Mark OUT	Out	O		Sets a mark OUT point at the timecode shown in the **Current Timecode** field and corresponding to the bullet indicator position on the jog bar. Then, a red indicator represents the mark OUT point on the jog bar.

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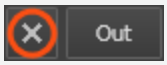
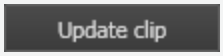
Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Clear IN				Clears the mark IN point which has just been set and not yet saved. When applied to a loaded clip, the IN point is set to the Protect IN timecode, before the guardband.
Clear OUT				Clears the mark OUT point which has just been set and not yet saved. When applied to a loaded clip, the OUT point is set to the Protect OUT timecode, after the guardband.
Save Clip				Saves the new clip after having marked an IN point and an OUT point. Depending on the settings, the Save Clip window will open or not.
Update Clip				Saves the new data of a clip after having marked a new IN point and/or a new OUT point. See section "Trimming a Clip" on page 91. The button switches to a **Update Element** button when a playlist element is loaded.

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Note
To save a clip from the ShuttlePRO, perform one of the following actions :

- Use to display the Save Clip window while saving a clip and.
- Use Ctrl + to save a clip without displaying the Save Clip window (Quick Save).

Note

When the cursor is located in a text area, the Ctrl key can be pressed together with a keyboard shortcut to perform one of the following actions: Mark IN, Mark OUT, Save Clip, and Update Clip.

6.1.4. How to Create a Clip

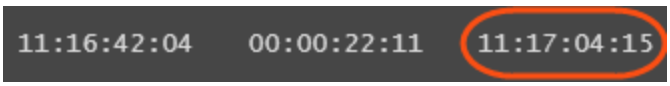
To create a clip from a train or a recording ingest or to create a sub-clip from an existing clip, proceed as follows:

1. Load the record train, the recording ingest (growing clip) or the clip from which you want to create a new clip on the Control Panel associated to a player.
2. Browse through media to select the point to be marked IN.
3. Create an IN point in one of the following ways:
   - Use the clip creation function to set an IN point at the required timecode.
   - Enter the timecode of the requested IN point in the **IN** field and press **ENTER**.

   A green indicator represents the IN point on the jog bar. The IN point timecode is displayed in the **IN** field.

4. Browse through media to select the point to be marked OUT.
5. Create an OUT point in one of the following ways:
   - Use the clip creation function to set an OUT point at the required timecode
   - Enter the timecode of the requested OUT point in the **OUT** field and press **ENTER**.

   A red indicator represents the OUT point on the jog bar. The OUT point timecode is displayed in the **OUT** field.

   The clip duration is displayed in the **Duration** field.
6. Click the **New Clip** button or the corresponding shortcut.
   - If the **Open Save Clip Window** setting has not been selected in the **Tools > Settings > Clips > General** category, the clip is saved according to the settings defined in the **Tools > Settings > Autoname** category.

     The procedure is finished.
   - If the **Open Save Clip Window** setting has been selected, the Save Clip window will open. See section "Save Clip Window" on page 86 for more information.

     Proceed with next steps.
7. Enter a name for the clip in the Save Clip window and any desired information.
8. (optional) Select an interest level by clicking one of the buttons.
9. (optional) Associate one or several keyword(s) to the clip.

   See the Keywords Management chapter in the General Functions user manual for more information.
10. (optional) Select a metadata profile and fill in the corresponding user fields.

    See the General Functions user manual for more information.
11. Click the **Save** button to save the clip.

The clip is saved in the database.

A green message will appear on the main window to inform you that the clip has been created if the **Green Information on VGA** option has been selected from the View menu of the main IPDirector Menu bar.

When a clip is successfully created, the status bar at the bottom of the IPDirector main window will show the successful operation:

6.1.5. Ganged Recorder Channels and Linked Clips

Automatic Creation of Linked Clips

If a clip is created from a recorder channel ganged to other ones, clips will automatically be created on all the ganged recorder channels, provided that the **Create Clips on all Synchronized Recorders** setting has been selected under **Tools > Settings > Clips > General**. These clips are called "linked clips".

The name of the clips created on all the ganged recorders will have the extension 00, 01, 02, etc. depending on the number of ganged recorders.

Automatic Creation of Sub-Clips from Linked Clips

If a sub-clip is created from a clip which is part of a group of linked clips, sub-clips will automatically be created from all the linked clips, provided that the **Create sub clips on all ganged clips** setting has been selected under **Tools > Settings >Clips > General** or in the Save Clip window.

Automatic Preservation of Mark Points

Principle

If a Mark IN point and/or a Mark OUT point is/are set on a train, the mark(s) will be kept when switching to another train.

If a Mark IN point and/or a Mark OUT point is/are set on a clip which has linked clips, the mark(s) will be kept when switching to one of these linked clips.

See sections "Loading a Train or a Recording Ingest" on page 58 and "How to Load a Linked Clip" on page 65 for the different ways to load a train or a linked clip.

Limitations

- This behavior occurs with the following types of items loaded on the Control Panel: non-ganged trains, ganged trains, linked clips, linked high resolution files, linked growing clips.
- This behavior does not happen if the linked clips, or files, do not have the same timecode.
- If one of the linked clips is smaller and if one of the Mark points is outside of the clip, the Mark point is lost when you switch to this clip.

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6.1.6. Save Clip Window

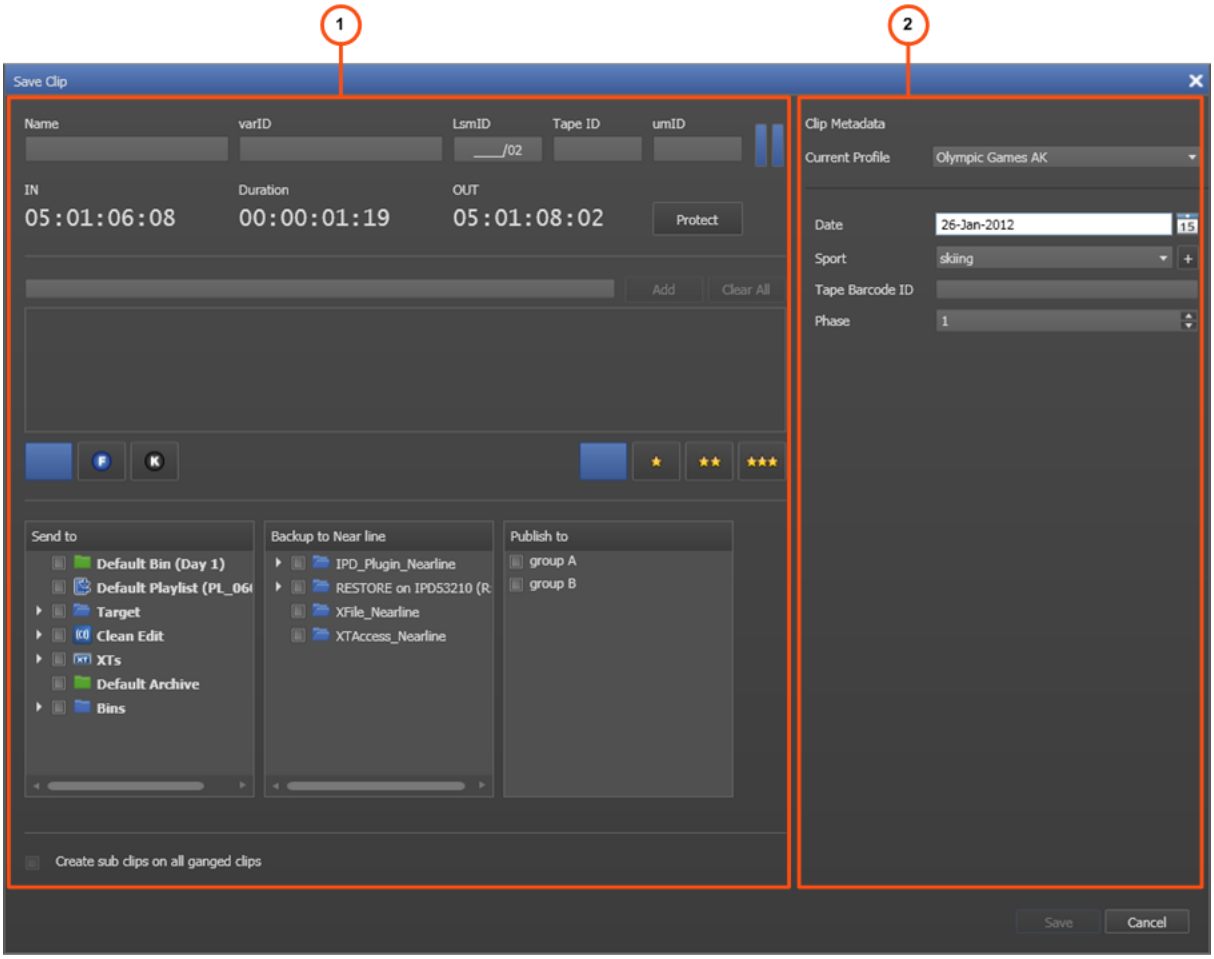
Context of Use

While creating a new clip, the users have to click the **NEW CLIP** button on the Clip Creation pane. This will open the Save Clip window, if the **Open Save Clip Window** option has been selected in the **Tools > Settings > Clips > Clips/General** category. This window makes it possible to enter general and customer-defined data (called metadata) for the clip.

Save Clip Window Overview

The Save Clip window layout will differ depending on the presence or not of a XT high resolution clip in the clip.

When a XT high resolution clip is present in the clip, the Save Clip window will be displayed as follows:



When a XT high resolution clip is not present in the clip, the Save Clip window will display a Restore to XT area instead of the Backup to Nearline area.

The Save Clip window is divided into two panes:

1. The left pane contains the clip information, i.e. general clip data.

   It is always displayed.

2. The right pane contains the clip metadata, i.e. clip data based on customer-defined user fields.

   It is displayed by clicking the right area in the **Pane Display** button .

Once the clip has been saved, the data will be available in the Clip Information tab and the Metadata tab of the Control Panel. Most of this data can be edited directly from these tabs.

Fields in the Save Clip Window

Clip Information Pane

The Clip Information pane contains the following user interface elements.

Name
User-defined name for the clip. It can contain up to 24 alphanumeric characters.
It is mandatory.
Only 12 characters of this name can be displayed by LSM systems.
A prefix name can be defined from **Tools > Settings > Autoname/Clip**.

VarID
VarID is a 32-character ID with variable length and format. It is automatically assigned to a new clip. It is mainly used to ensure redundancy on the system. It can be unique for a clip on the EVS server level or on the XNet network level, depending on EVS video server settings.

LSM ID
ID identifying the clip position in the XNet network. This numbering is based on the numbering of the LSM operational mode.
If you enter a requested position that is already used, the application will display an error message. You will have to enter a new position.
If you do not enter an ID, an ID is automatically assigned by the system.

Tape ID
This identifies the tape on which the clip is stored.

UmID
Unique Material Identification. UmID is a fixed length 8–character ID. The EVS server automatically assigns a UmID to each new clip. It is used for the unique identification of a clip on an XNet network.

Protect / Unprotect
Button that allows the users to protect or unprotect the clip.
A message will warn the users in IPDirector or in Multicam not to delete the protected clip.
When the Protect status is selected, the button is highlighted.
A **Protect** icon appears next to the **Protect** button when the clip is protected by the IPDirector protocol.

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Keywords
This area allows you to assign up to five keywords to a clip to qualify its content.

Type buttons
The **Type** buttons allow you to assign a type to a clip for use with Key and Fill operations. The background of the button corresponding to the selected type is blue.
- The left button is used for normal items. This is the default value.
- The middle button is used for fill items.
- The right button is used for key items.

Interest Level buttons
The **Interest Level** buttons allow users to assign an interest rating to a clip. Four interest levels can be defined, from no star to 3 stars. The background of the button corresponding to the selected interest level is blue. The default value is the no star level.

Send To
Destinations where the clip can be transferred to, except near line directories.
Select the check boxes corresponding to the requested destinations.

Backup to Nearline
Only displayed when a XT hi-res clip is present in the clip.
Nearline directories destinations where the clip can be transferred to.

Restore to XT
Only displayed when no XT hi-res clip is present in the clip.
Lists all the hi-res EVS servers and their pages.
If you select the root of a server, the clip is restored to the default page.
If you select a specific page, the clip is restored to that page.

Publish To
User groups to which the clip can be published, i.e. made available.

Create sub clips on all ganged clips
If the clip used to create a sub-clip is part of a group of linked clips, this option will create sub-clips from all the linked clips.
This option acts as a shortcut to the **Create sub clips on all ganged clips** setting from **Tools > Settings > Clips > General**. Selecting it in the settings automatically selects it in the Save Clip window and vice-versa.

The Clip Information pane also displays the IN point, OUT point and duration of the clip as read-only information. These timecode values can only be changed from the Clip Creation pane of the Control Panel.

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Clip Metadata Pane

The Clip Metadata pane contains the following fields:

Current Profile
Drop-down list from which the users with appropriate user rights can select the metadata profile to be associated with the clip.
For users who do not have the right to choose a metadata profile, the profile set as default in the Metadata Profile Management window is automatically applied with its fields and default values.
For users who have the right to choose a metadata profile, the default profile will be displayed the first time each user create an item. Afterwards, each user who will have chosen another metadata profile at clip creation will get this new current profile at creation of the next item.

Metadata Profile fields
Fields belonging to the metadata profile selected in the **Current Profile** field.
The users can modify the values of the **Metadata Profile** fields, if they have appropriate user rights. The modifications will only apply to the given clip and not impact the default values of the profile.

6.2. Creating a Playlist in the Control Panel

Context of Use

You can create simple playlists in the Control Panel.

To be able to create playlists in the Control Panel, you need to ensure that you have assigned a player to the Control Panel. See section "Assigning a Player" on page 39.

How to Create a Playlist in the Control Panel

To create a playlist in the Control Panel, proceed as follows:

1. Open the Clip-List tab.
2. Right-click the **Playlist Name** field.

   A contextual menu is displayed.
3. Select **New Playlist** from the menu.

   The Create a New Playlist window opens. See the Playlist Panel user manual for more details on this window.
4. Fill in a playlist name and any desired information.
5. Click the **OK** button or press the **ENTER** key.

The playlist is created but it is empty. In case a player channel has been assigned to the control panel, the playlist is created on-line. If the Software Player has been selected, the playlist is created off-line.

See section "Adding Elements to a Playlist" on page 93 for the various ways to add elements to a playlist.

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7. Editing Media

7.1. Introduction

This section only provides procedures for some editing operations. Other simple editing actions can be performed by selecting an option from the Control Panel contextual menu or Playlist contextual menu. See sections "Control Panel Contextual Menu" on page 17 and "Playlist Contextual Menu" on page 33 for more details. See also the Playlist Panel user manual.

7.2. Trimming a Clip

Context of Use

An existing clip can be trimmed and saved with the same name, so the updated clip replaces the previous one. During this operation, the IN point and/or the OUT point of a recorded clip can be modified and put within the [Protect IN – Protect OUT] duration of the clip, i.e. clip duration including the guardbands.

Tip
If the original record train is still available, clicking the **Ret** button will load the media on the same frame than the loaded clip. This will allow retrieving media outside the original clip boundaries.

How to Trim a Clip

To trim a clip, proceed as follows:

1. Load a clip on the Control Panel associated to a player.
2. Browse the clip to mark a new IN point and/or a new OUT point.
3. Mark a new IN point and/or a new OUT point thanks to the clip creation buttons or shortcuts.
4. Click the **Update Clip** button to save the updated clip.

   The clip is saved in the IPDirector database.

Linked Clips

If the clip to trim is part of a group of linked clips, all the linked clips will be trimmed, provided that the **Trim all ganged clips** setting has been selected under **Tools > Settings > Clips > General**.

7.3. Modifying Clip Metadata

To modify clip metadata from the Control Panel, proceed as follows:

1. Load the clip on the player assigned to the Control Panel.
2. Edit the required metadata (keywords, interest level, and clip type) from the Clip Information tab.
3. Click the **Update Clip** button.

7.4. How to Trim a Playlist Element

It is possible to modify the IN or OUT point of a playlist element. To do so, proceed as follows:

1. Open the Control Panel and assign a player channel to it.
2. Load a playlist on the Clip-List tab.
3. Drag an element from the playlist onto the **Loaded Media** field of the Control Panel.

   The element will then be loaded on the Control Panel.

   Control Panel interface elements which were dimmed become available. The **Player** field background turns blue to highlight this situation.

4. Do one or both of the following possibilities:
   - Define a new TC IN and click the **IN** button.
   - Define a new TC OUT and click the **OUT** button.
5. Click the **UPDATE ELEMENT** button.

The element is modified in the playlist.

Note
If the original record train is still available, clicking the **Ret** button in the Control Panel will load the media on the same frame than the loaded clip. This will allow retrieving media outside the original clip boundaries.

7.5. Moving Elements Within a Playlist

To move elements within a playlist, you can choose to perform:

- Cut/Copy/Paste operations from the Clip-List tab in the Control Panel as described in section "Playlist Grid" on page 37.
- A drag-and-drop operation within the Clip-List of the Control Panel.

Note
When you move a group within another group, only the clips of the group are moved but the group is deleted.
When you move a group after the last clip of another group or before the heading of another group, the group is moved with all its elements.

7.6. Adding Elements to a Playlist

7.6.1. Possible Operations

Several kinds of elements can be added to a playlist, which are: clips, trains, bins, playlists and growing clips. Depending on the element to be added, different methods can be used to add it to the playlist:

- by dragging the element(s) to the requested position in the playlist,
- by using the **APPEND CLIP** button,
- by sending the element to the default playlist.

7.6.2. Adding Elements by Drag-and-Drop Operations

Some limitations exist for the drag-and-drop operations and for the insertion of a train. Refer to the chapter on "Playlist Panel" in part 6 of the manual for more information.

In the drag-and-drop operation, the thick line indicates the position where the element will be dropped.

There are nevertheless several places in IPDirector where you can select the element(s) that you will drag into the playlist:

- from the **Loaded Media** drop-down list in the Loaded Media Pane in a Control Panel
- from the **Last Clips Created** drop-down list in the Clip Creation area of a Control Panel
- from a playlist open in the Clip-List tab of another Control Panel
- from a playlist open in a Playlist Panel
- from a list of clips or playlists displayed in the Elements grid of the Database Explorer

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7.6.3. How to Append an Element at the End of a Playlist

Using the APPEND CLIP Button of the Control Panel

When a playlist has been set as default, elements such as a clip, a file, a growing clip, a train or a playlist element can be appended at the end of the playlist by clicking on the **APPEND CLIP** button.

This can be done on a playlist you are creating from the Control Panel.

To do so, proceed as follows:

1. From the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.
2. Select **Set as Default playlist.**
3. In the Control Panel, load the clip, growing clip or train you want to append to the playlist or create a new clip.
4. Click the **APPEND CLIP** button or press

.

The element is inserted at the end of the default playlist.

Sending to the Default Playlist

A clip or a growing clip can be appended at the end of the playlist set as default playlist by using the **Send to** option.

This can be done on a playlist you are creating from the Control Panel.

To do so, proceed as follows:

1. From the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.
2. Select Set as Default playlist.
3. In the Control Panel, load the clip, growing clip or train you want to append to the playlist or create a new clip.
4. Do one of the following operations:
   - Right-click the Control Panel and select **Send to > Default Playlist** from the Control Panel contextual menu.

   OR
   - At clip creation, select Send to Default Playlist from the Save Clip window.

The element is inserted at the end of the playlist.

7.7. Applying a Macro Command on a Playlist Element

A macro command is a kind of shortcut which can be used on playlist elements, only for tags and transition effects, and allows the users to quickly manage these functions:

- Adding a tag
  - GPI OUT
  - Mute On
  - Mute Off
  - Hide On
  - Hide Off
  - Audio Swap
- Defining audio and/or video transition effect
- Defining still/start mode
- Resetting transition to default

A macro command can only be applied

- to a selected element in a playlist panel or
- to a playlist element loaded on a control panel.

See the Playlist Panel user manual for more information on macro command management.

Also refer to the Playlist Panel user manual for more information on how to configure or modify the playlist macro commands.

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8. Publishing and Transferring Media

8.1. Publishing a Clip

Context of Use

Publishing a clip makes it visible to members of the group(s) the clip is published to.

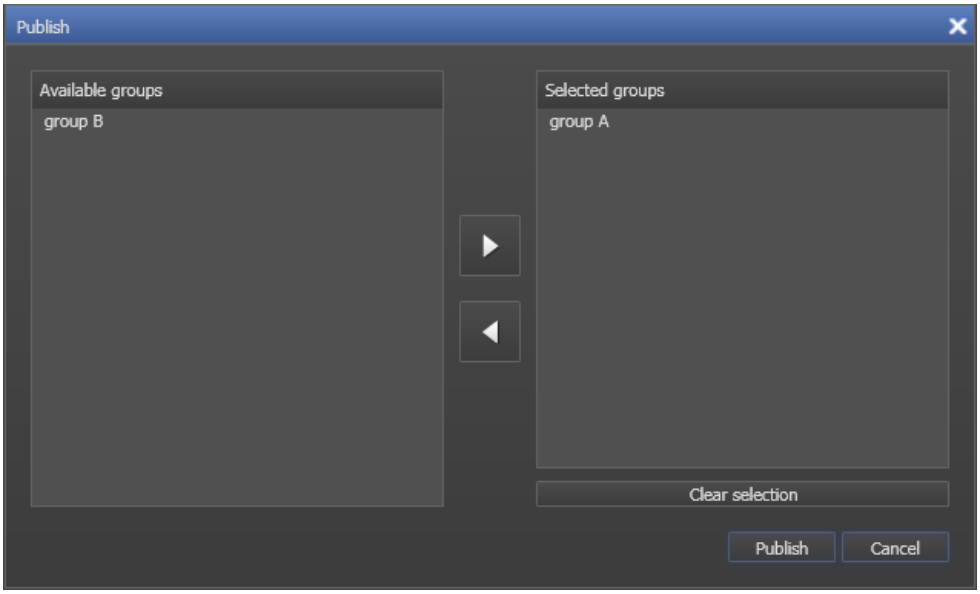
The clips owner can publish the clips. This can be done from the Control Panel or from the Database Explorer.

How to Publish a Clip to a User Group

To publish a clip to groups of users from Control Panel, proceed as follows:

1. Load the clip in Control Panel.
2. Right-click the Control Panel.
3. Select **Publish** from the contextual menu.

   The Publish window opens.



4. Select the user group(s) to which you want to publish the clip in the Available Groups area on the left. Keep **CTRL** pressed to select multiple groups.
5. Click the **Right Arrow** button to move the selected user groups from the Available Groups to the Selected Groups area on the right.
6. Click the **Publish** button.

The check boxes corresponding to the selected user groups are now selected in the Clip Information tab.

All users belonging to the selected user groups and having visibility rights on the clips will be able to view it.

To un-publish a clip to a group of users, repeat steps above and perform the opposite operation: select the user group in the Selected Groups area and click the **Left Arrow** button.

8.2. Transferring Media

8.2.1. Possible Transfer Destinations

IPDirector gives full flexibility to directly send A/V files to third party systems (i.e. NLE systems) and storage paths.

Sending media to third party systems or file archive targets will be performed with the **Send to** command. Sending media to removable drives will be performed with the **Backup to Nearline** command.

The table below lists the possible transfer destinations to transfer clips, or playlists and the sections which describe them.

Destination	See ...
the user's default bin, if any	...section "Bin Contextual Menu" in the Database Explorer user manual.
the default playlist, if any	...section "Playlist Contextual Menu" on page 33.
XT targets	The EVS servers for which the user has visibility right.
Third party systems (CleanEdit, Avid, FCP)	...section "Sending Media to Third Parties" on page 98.
File archive targets	...section "Managing File Archive Targets" on page 99
Default archive	The default archive is a session folder of the XF set as the default XF. The default XF must have been defined on the EVS video server where the XT clip is physically stored. Refer to the Configuration manual of your EVS video server.
Nearline	This is used to store or back up A/V material to a nearline folder, visible on the GigE network, that has been defined in the Remote Installer. Users can access the A/V material of nearline folders in IPDirector, or restore it on an EVS server.

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Warning
Refer to the IPDirector Technical Reference manual for more information on the configuration of targets and nearline folders.

8.2.2. Sending Media to Third Parties

Sending Media to a Xedio CleanEdit Storage

A clip or a playlist can be sent to a predefined CleanEdit target with the **Send To > CleanEdit** sub menu. It is available from the Control Panel contextual menu (for clips) orthe Playlist contextual menu (for playlists).

These destination targets must have been defined from the IPDirector Remote Installer and a corresponding XML unit must have been correctly configured. The name used to define the target is user-definable.

The targets can be configured as hi-res targets, lo-res targets or hi/lo targets.

Once the clip has been sent, it is immediately available in the CleanEdit database. It can then be inserted into a project, edited or played out using Playout Organizer or Xedio Playout Server.

Sending Media to an Avid System

A clip or a playlist can be sent to an Avid system with the **Send To > Avid** sub menu. It is available from theControl Panel contextual menu (for clips)orthe Playlist contextual menu (for playlists).

They can be sent via two different paths to an Avid system:

- The first method is to send them through the XNet network and then through the GigE network between the Avid device and XFile. This method must be used if the EVS video servers are not GigE equipped.
- The second and newer method would send the media directly from the EVS video servers Gigabit Ethernet ports to the AVID TM initiated by an instruction to an installed XTAccess/Xsquare application.

The network used for the transfer depends on the setup.

The Avid destination targets are predefined from the IPDirector Remote Installer. Their names are user-definable. Refer to the IPDirector Technical Reference manual for more information.

Avid TM, XFile and XTAccess/Xsquare components must have been correctly configured in order to automate this procedure. Please refer to the corresponding user's manual for more information.

The high resolution element is sent, with a priority on the XT clip.

Once the clip has been sent, it is immediately available in Avid (when an Asset management system is in use, like Interplay or Transfer Manager). It can then be inserted into a bin and can be inserted into an edit.

8.2.3. Managing File Archive Targets

Introduction

File archive targets are usually created from the Remote Installer. However, the **Send To > Add File Archive Target** option allows users to create file archive targets from the IPDirector interface.

All the file archive targets are displayed in the Send to sub-menu. Their names are user-definable. The **Send to** option is available from theControl Panel contextual menu (for clips)orthe Playlist contextual menu (for playlists).

How to Add a File Archive Target

To add a file archive target to the list, proceed as follows:

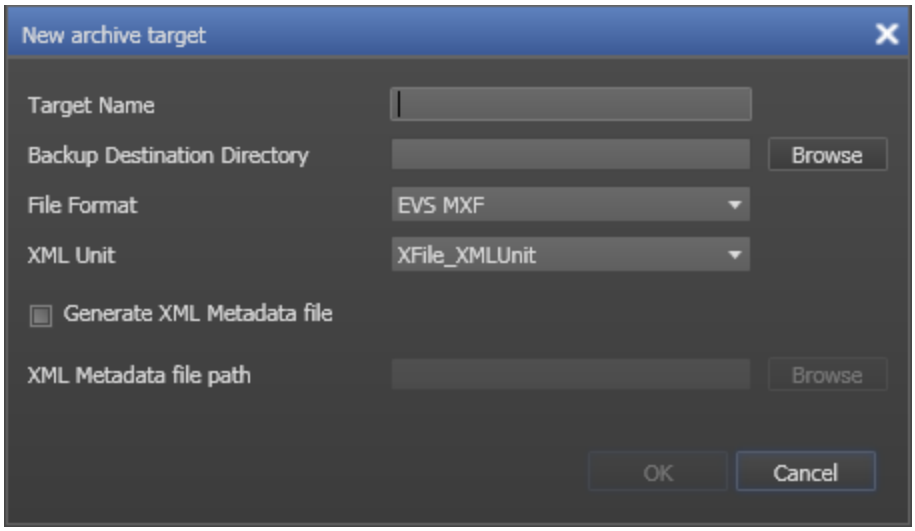
1. Right-click the Control Panel.
2. Select the **Send To > Add File Archive Target** from the contextual menu.

   The New Archive Target window opens.
3. Fill in the field in the New Archive Target window.
4. Click **OK**.

The new file archive target is added to the list of destination targets in the contextual menu.

New Archive Target Window

The New Archive Target window makes it possible to add a new destination or archive target. The fields displayed on the New Archive Target Window are described below:



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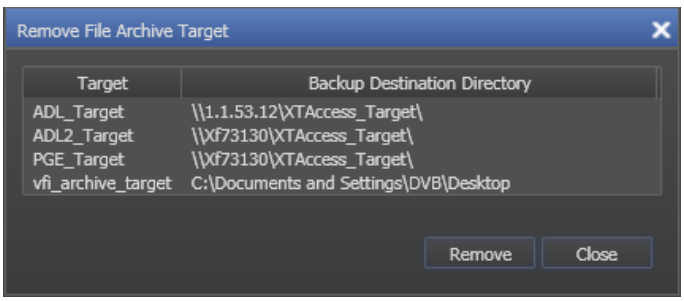
Field	Description
Target Name	The name of the target as it will appear in the contextual menu, and in the Remote Installer.
Backup Destination Directory	The destination folder where the file will be sent. Be sure this directory is shared with full control access.
File Format	The file format. It can be MXF EVS, MXF OP1A, QuickTime Movie, or QuickTime Reference, MXF OPAtom, AVI.
XML Unit	Drop-down list with the available XML Units, as defined in the Remote Installer, which could manage all the files sent to the destination target.
Generate XML Metadata file	When this check-box is selected, an XML file with the metadata of the clips backed up is generated. This file is created at the same time as the backup file for all media file formats. In the EVS MXF format, the metadata is included in the media file itself.
XML Metadata file path	The destination folder where the XML Metadata file will be stored.

How to Remove a File Archive Target

To Remove a file archive target from the list, proceed as follows:

1. Right-click the Control Panel.
2. Select **Send To > Remove Archive Target** from the contextual menu.

   The Remove File Archive Target window is displayed.



3. Select a target from the list.
4. Click the **Remove** button.
5. Answer **Yes** to the question asked to confirm the operation.

The archive target does not appear in the Send to contextual menu any more.

8.2.4. Transfer Monitoring

Transfers can be monitored from different areas, would they be scheduled, on-going, finished or failed.

- The Transfer Monitoring window is accessed from the **Transfer Monitoring** option of the main window Tools menu.
- The Transfer Monitoring area can be displayed in the Database Explorer by selecting the **Transfer Monitoring** option from the Database Explorer Tools menu.
- From the Control Panel, the transfer can be monitored from the Clip Sent to list, available from the Clip Information tab.

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9. Exporting and Importing Playlists

9.1. How to Export a Playlist

You can export a playlist in the .xml or .csv formats. The .xml files can later be imported into an IPDirector system, whereas the .csv files are only for export purposes.

To export a playlist, proceed as follows:

1. When the playlist to export is displayed in the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.

2. Select **Export**.

   The Export Playlist window opens.

   Set T/C Track window opens

3. Type the T/C to be used in the export file for the IN point of the first playlist element.

   This timecode will also be the initial timecode of the T/C track calculated for the whole playlist.

4. Click **OK**.

   The Export Playlist window opens.

5. Select the directory to which you want to export the playlist.
6. Select the format for the playlist in the **Save as type** drop-down list.
7. Click the **Save** button.
8. If you have chosen the .xml format, the procedure ends here.

   In case you have selected the .csv format, the Choose csv Profile window opens. Follow steps 9 to 11.

9. Select a profile.

   The Choose Columns to Export window opens.

10. Select the columns to export from the left area to the right area.
11. Click **OK**.

The playlist is exported to a file with the requested format to the requested folder. By default, the file name is the name of the playlist in IPDirector, except if you have modified it in the Export Playlist window.

9.2. How to Import a Playlist

You can import a playlist from an .xml file.

To import a playlist, proceed as follows:

1. In the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.

2. Select **Import**.

   The Import Playlists window opens.

3. In this window, select the file that contains the playlist to import.

4. Click **Open**.

   The Make a Playlist Online window opens.

5. Select an EVS video server to make the playlist on-line on this server.

The playlist is imported and saved on the local EVS video server. It is directly loaded in the Clip-List tab.

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10. Settings

General settings, Auto-Name settings and Clips settings are described in the section "Settings" of the General Functions user manual.

Settings specific to the Control Panel are defined from the IPDirector main window via **Tools > Settings > Control Panel**.

The current section detailed these specific settings.

Speeds

The Speeds settings define the default speeds applied in Fast Forward, Fast Rewind or Play Var when

- you click the **Fast Forward** button, **Fast Rewind** button in the Control Panel,
- you use the shortcuts associated to each function: **W** (Fast Rewind), **F** (Fast Forward) or **Ctrl+P** (Play Var),
- you use the equivalent options on the ShuttlePro or the BEPlay remote device.

Play Clips automatically

When the user loads a new clip onto the current Control Panel, it immediately begins playback without requiring the user to click **Play**.

Last Clips Created List

This setting specifies the clips that you will access from the **Last Clips Created** list in the Control Panel.

If the setting is set on "All the clips that I can see", the last 50 clips created on which you have at least visibility right will be displayed in the list.

If the option **Only the Clips that I Created** is selected, the last 50 clips that you created as a user will be displayed in the list.

11. Control Panel Shortcuts

Keyboard shortcuts are available to perform some operations.

They are listed in the Define Shortcuts windows which can be accessed by clicking the **Tools > Define Shortcuts** option from the menu bar of the IPDirector main window and then selecting the **[Application Name]** button on the left.

Some shortcuts can be redefined to suit individual preferences. They are displayed in regular text. Other ones cannot be modified. They appear as dimmed text.

See section "Shortcut Definition" in the General Functions user manual for more information.

Description	Current Value
Select a LIVE feed	Shift-L
Update clip	U
Clip type - normal	Ctrl-N
Clip type - fill	Ctrl-J
Clip type - key	Ctrl-K
Interest level - 0 star	0
Interest level - 1 star	1
Interest level - 2 star	2
Interest level - 3 star	3
Select clip name	Shift-N
Select clip lsmID	Shift-M
Select TC IN	Shift-I
Select TC OUT	Shift-O
Panel View: short panel	Shift-1
Panel View: with transport functions	Shift-2
Panel View: with clip management	Shift-3
Panel View: full	Shift-4

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Panel View: full with extended clip-list	Shift-5
Recue Playlist	J
Skip	K
Next	N
Gang channel – Synchronize	Ctrl-S
Gang channel – gang/ungang a channel	Ctrl-G
Gang channel – gang/ungang ALL	Shift-G
Goto TC	G
Goto Remaining Time	R
Grab Thumbnail	Shift-P
Capture image to default directory	C
Capture image to user defined file	Shift-C
PLAY	P
Var play	Ctrl-P
Change the speed of the on-air element	,
PAUSE	Space
Fast Forward (FF)	F

Fast Reverse (FR)	W
E/E	L
Return	X
Snap to LIVE	Q
TAKE	Ctrl-T
Activate/Deactivate 2nd controller	D
Mark IN	I
Clear IN	Ctrl-I
Goto IN	A
Mark OUT	O
Clear OUT	Ctrl-O
Goto OUT	E
Turn OSD ON or OFF	Shift-F5
Lock/Unlock channel	Ctrl-L
Change LOOP mode	Y
Send clip to default bin	Shift-B
Append clip to default playlist	Shift-A

Send to Archive (default Xfile)	Shift-X
Save clip	S

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Corporate
+32 4 361 7000

North & Latin America
+1 973 575 7811

EVS Headquarters
Liège Science Park
16, rue Bois St Jean
B-4102 Seraing
Belgium

Asia & Pacific
+852 2914 2501

Other regional offices
www.evs.com/contact

To learn more about EVS go to **www.evs.com**

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